MORRIS-SYSTEMS CHECKERIST

A MONTHLY PUBLICATION DEVOTED TO THE INTERESTS OF THE CHECKER-PLAYING WORLD

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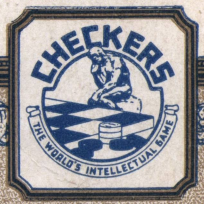

Vol. IV

No. 12

December, 1926
January, 1927

SEELBACH CHECKER SERVICE

Checker and Chess Books—Bought, Sold and Exchanged.

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CHECKER BOOKS IN PRINT:

Fourth American Tourney	$4.00	Hanson-Davis Match Games Book.	$ .50
Fifth " "	4.00	Jensen's Forced Checkers	2.00
Sixth " "	3.00	Jordan's Guide, Vol. I.—9-13	1.00
Anderson, 7th edn.	1.25	" Vol. II.—9-14 and 10-14	1.00
Banks, Scientific Checkers	1.50	" Vols. I. and II. in one book	1.50
" Tricks and Puzzles	.15	Ketchum's Handy Manual, 1st ed., 48 pp.; 2nd ed., 56 pp., each	.50
Banks *v.* Jordan, 1914	1.00	Ketchum's Handy Manual No. 2, Single Corner, 49 pages	.50
" 1917, cloth	1.00	Lees' Guide	.75
" paper	.50	North Dakota State Checker Year Books:—1920, '22, '23, '24, '26, small paper.....each	.25
Banks *v.* Stewart, 1922, paper	.75	Richmond, Single Corner	.50
" " " cloth	1.00	Robertson's Guide	3.50
Barker *v.* Reed, 1891	.75	Scottish Tourneys, 1st to 5th, paper each	.50
Bjerkness & Jones, Corrections Lees' Guide	.25	Severn, Sammie Checker Book	.75
British Draughts Player	1.50	Smith's Checker Classics	2.00
Clouser, Bowen's Fife.....2.00 and	2.50	" (shelf-worn)	1.25
Complete Checker Player	.25	Spayth, American Draughts Player.	3.00
Checker Traps and Stratagems	.25	" Beginners..cloth .75, paper	.35
Dunne's Guide and Companion	1.75	" Checker Player	2.50
Dunne's Praxis, 4th edn.	2.50	" Game of Draughts	2.00
Gem Problem Book	1.00	Walker, Inside Checkers	2.00
Gonotsky *v.* Ginsberg Match Games, N. Y., 1925	.50	Wendemuth's Checker Companion.	1.50
Gould's Memorable Matches	1.50	Wood's Problems	.75
" Problems	1.50		
Hill's Manual	.50		
Horr *v.* Long, 1923	1.00		

OUT-OF-PRINT CHECKER BOOKS:

Reed, Checker Journal, set 12 Nos.	$2.00	Schaefer, Dyke	$ .50
Drummond, 1861 (original)	2.50	Sivetts, Method	1.50
Reed, Single Corner.....paper	1.50	Stearns, Portraits, Vol. I.	2.50
Root, Novice to Expert.....paper	1.50	Denvir & Truax, Black Doctor (soiled)	1.25

CHESS BOOKS IN PRINT:

International Chess Tourney, New York City, 1924.....Boards $3.00, Cloth $3.50

Cunnington, Chess for Beginners, paper	$ .35	Lasker (Ed.), Chess Strategy	2.50
" " " cloth	.75	Mason, Art of Chess	2.00
Cook, Chess Player's Compendium	2.50	" Principles of Chess	2.00
Freeborough & Ranken, Chess Openings	1.50	" Chess Openings	.75
Gossip, Chess Player's Text Book	1.00	Mortimer, Chess Pocket Manual	.50
Gossip, Pocket Chess Manual	.50	Williams, Modern Chess Problem	1.50
Gossip & Lipschutz, Manual	3.00	Znosko-Borovski, Middle Game in Chess	3.50
Lasker (Dr.), Common Sense in Chess	.75	Emery, Chess Sacrifices and Traps	1.25

MISCELLANEOUS ITEMS:

Thesco Wooden Checkers, Red and White, 15 of each in box	$ .25
Checker Boards, Standard, plain or numbered for practice.....each	.50
Emerson Binders for Checker, Chess and other magazines.....upwards from	.90
American Checker Monthly, Official Organ of American Checker Association.....1 year	3.00
Morris Systems Checkerist, monthly (a very fine work).....1 year	1.50
Draughts Review, monthly, the British Draughts periodical.....1 year	1.50
Composition Checkers, Red and Black, 12 of each in box	.25
1925 Colorado Checker Bulletin, official organ Colorado Checker Association.....1 year	1.00
London Championship Games (Draughts Review No. 8)	.15

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ALL BOOKS SENT POST PAID.

E. J. SEELBACH

3646 Lawrence Avenue **Chicago, Ill., U. S. A.**

MORRIS-SYSTEMS
CHECKERIST

A MONTHLY PUBLICATION DEVOTED TO THE INTERESTS OF THE CHECKER-PLAYING WORLD

NEWELL WILLIAMS BANKS, Editor
MATCH CHAMPION OF AMERICA

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VOLUME IV DECEMBER, 1926 NUMBER 12

FINAL BIG DRIVE FOR INTERNATIONAL TEAM MATCH NOW BEING LAUNCHED

* * *

One Thousand More Pledge Blanks Mailed Out—Money Must be Received by January 12—Sailing Schedule Completed—February 28 to March 12 Days of Play

The final big drive is now on in earnest for funds to finance the forthcoming International Match. Over one thousand circulars and pledge blanks have been mailed to all known checker players and patrons in America. Packages containing these circulars and pledge blanks are being sent to each checker club and checker headquarters. Checker editors are being requested to boom the big match with articles therein, and the associated Press is now giving the campaign nation wide publicity.

Rich man and poor man play checkers, and both have been asked to give their support, commensurate with the size of their pocketbooks.

It will cost the A. C. A. just $5,000 to stage the match. All final arrangements have been made, and the match will definitely take place February 28 to March 12, 1927 at the Alamac Hotel, Broadway at 71st street, New York city.

The British team will arrive in Boston February 22 and will be spectators at the New England meet held there Washington's birthday. They will be met by a committee of Boston players who will escort them to the American House. After staying at Boston February 22 and 23, they will arrive in New York city February 24 (Thursday), and be escorted to the Alamac by a delegation of Boston, Brooklyn, New York and New Jersey fans, and by the A. C. A. officers and the International Team Match Committee.

On Friday evening, February 25, a reception banquet will be given all the competing players in the Blue Room of the Alamac. The public is invited to attend this banquet at a reasonable charge per plate.

Saturday afternoon and evening the players, referees and managers of both teams will meet to decide on rules of play and conduct of the tourney.

On Sunday, February 27, the players and fans will be guests of the city of New York, and will be welcomed by the Mayor's Committee on Reception to Distinguished Guests.

Play will begin Monday, February 28 and continue (Sunday excepted) until March 12th. Hours of play will be 1 to 5 and 7 to 11 p. m. The five minute per move rule will prevail, and the Barred openings will be excluded from the ballot in drawing for openings.

Fans who contribute toward the support of this great match are being issued A.C.A. membership cards, on which is a record of the amount they contribute. Each dollar contributed entitles one to one day's admission to the match. The cards will therefore serve as admission tickets as well as A.C.A. membership cards.

There will be twelve men on each team. America will be represented by A. J. Heffner, captain; Newell W. Banks, John F. Horr, Sam Gonotsky, Louis C. Ginsberg, Asa Long, H. B. Reynolds, Harry

Lieberman, Jesse B. Hanson, Thomas J. O'Grady, John T. Bradford and the twelfth place will be filled by one of the following: Joseph Duffy, Mike Lieber, George Tanner. Then three subs will be added, making fifteen men in all.

Each player will have a separate room at the Alamac. A large room will also be set aside in which the coaches and analysts can do their stuff. The team coaches will be: L. S. Head, Will H. Tyson, P. H. Ketchum and L. M. Lewis, assisted by a staff of analysts who will watch the play, each day, and keep a strict record of any new play arising which may be of value to our team.

There will be a score board back of each two contestants, and the moves recorded thereon for the benefit of the spectators. Each board will have a scorer and time keeper. A six-minute clock will be at each board. The "hand" on this clock moves from 0 to 5, when a bell rings, apprising the player whose turn it is to move, that his five minutes have elapsed. The hand then proceeds on to 6 minutes, when the bell rings again and automatically snaps back to 0. Soon as the player moves, he pushes the button and the hand snaps back to cypher.

This will do away with the unreliable method of using a timekeeper, and can be operated by the actual contestants with a minimum of trouble, insuring absolute fairness to both.

The A.C.A. secretary is now arranging for proper checker boards, checkers, score cards, repainting the wall boards, and die-cutting new checkers for same; and sending literature to the Associated Press—to put the final touch on all preparations.

The success of the whole match now rests with the checker fans, who have been talking this subject for twenty years, and urging the A.C.A. to arrange it.

We HAVE arranged it, and, with the exception of a "possible few," the entire fraternity is solidly behind the idea—at least morally and mentally. What we want now it their FINANCIAL cooperation, and that RIGHT AWAY.

Those who have "pledged" their amounts are requested to pay up these amounts before January 12, without fail. Those who have **not** pledged their donations, should remit by check, **immediately** to the A.C.A. secretary.

We checker fans of today can consider ourselves fortunate—for we will have the long looked for opportunity of witnessing this great International struggle in checkers between the best checker intellects in the world. We will see in action Scotland's, England's and America's most famous exponents of the silent game—will meet them face to face. It will be an event in our lives that we can never forget.

All those who have contributed to this great International contest will have their names printed in the "Financial Report" of the Association, which will appear in the Internationad Match Games Book. It will be a permanent record of which those who contribute can be real proud. This great book will be edited by the best talent available, and annotated by the players, Scottish, English and American, and later criticised by our "Dean" of analysts, A. J. Heffner.

It will contain photos of all competing players, officials and prominent patrons attending and who have contributed toward the match. We plan, in fact, to make it the greatest checker book ever written on the game.

Do you want to share in all these undertakings and add your name to the lists of those who are going to give generously toward financing this greatest checker classic of all time?

Do you want to be "One of the Boys" who in years to come can look back and say "I helped arrange that International Match of 1927;" who can open the pages of the Match Games Book and find your name inscribed with hundreds of others in the "International" honor roll?

If so, then do your part NOW—send the amount you can subscribe to the A.C.A. secretary JUST AS SOON AS POSSIBLE—so that we can conclude all arrangements right away and concentrate our efforts in the direction of getting our boys further prepared to insure VICTORY!

We must deposit the money for the British team's passage before January 12; 1927 with the steamship company. This means that the fans must wake up and get some decided action!

The time is short now—and our team is working hard to prepare their lines of play. They are sacrificing many, many things in order to guarantee us a victory.

Checker fans—it is YOUR turn to move—and let's make the game snappy. Relay your "moves" by means of "checks" to the A.C.A. secretary, John G. Finley, 550 W. Lafayette Blvd., Detroit, Mich—you will be sent a receipt and an A.C.A. membership card. Let's go!

Let our slogan be: "On to the Alamac and on to Victory."

INTER. TEAM MATCH FUND

Previously reported	$1,398.00
John W. Bolton, Lawrence, Mass.	500.00
Geo. W. Fairgrieve, Bantam, Conn.	10.00
Dr. W. E. Swank, Hazleton, Pa.	3.00
Frank G. Wolcott, Hamilton Can.	10.00

W. Davis, Muskogee, Okla.	1.00
W. Fostnaugh, VanWoert, O.	15.00
O. Young, Seattle, Wash.	1.00
W. Fleming, Lincoln, Neb.	2.00
B. McGrevey, Longm't, Colo.	10.00
Mike Lieber, Toledo, O.	25.00
L. T. DeBearn, Detroit	5.00
W. Mackasey, Petersburg, Va.	5.00
E. W. Urie, Wellsville, O.	5.00
H. Scott, N. Y. city	10.00
J. Earley, New Bedford, Mass.	2.00
J. B. Hanson, Detroit	2.00
G. A. Pierece, Pittsburgh, Pa.	5.00
A. Howarth, Holden, N. J.	3.00
S. F. Barnett, Hallister, Cal.	10.00
H. H. Lepper, St. Louis, Mo.	5.00
E. J. Rees, Detroit	5.00
John Sheehan, Detroit	25.00
P. H. Lerch, Harrisburg, Pa.	1.00
D. F. Heffner, Harrisburg, Pa.	1.00
Virgil Myers, Lima, O.	5.00
F. Hayman, Hannibal, Mo.	1.00
H. L. Deeter, Hannibal, Mo.	1.00
Geo. Stanley, Hannibal, Mo.	1.00
Kenneth Luck, Hannibal, Mo.	1.00
Percy Merril, Hannibal, Mo.	1.00
J. Hughes, Hannibal, Mo.	5.00
H. Maxwell, H'kens'k, N. J.	100.00
R. Kem'erer, Catasaqua, Pa.	3.00
R. E. Ingraham, Oak, Fla.	1.00
F. W. Kitchell, Oil City, Pa.	5.00
B. Dell, G. Rapids, Mich.	1.00
F. Farmer, Wichita, Kan.	10.00
C. Axworthy, W. O., N. J.	5.00
E. Turman, Roanoke, Va.	1.00
T. Quinlan, Kearny, N. J.	2.50
J. Brown, Woonsocket, R. I.	50.00
Woonsocket Checker Club	10.00
J. H. Mayer, Altoona, Pa.	2.00
A. Jones, Hankinson, N. D.	15.00
($10 of this amount is from N. D. Checker Association)	
R. E. Powers, Denver, Colo.	10.00
J. A. Long, Geneva, Ind.	1.00
H. Rossiter, D'glasville, Pa.	2.00
D. Botti, Lambertville, N. J.	5.00
E. Phillips, M. D., Rixford, Pa.	15.00
J. Reynolds, Newcastle, Pa.	10.00
Leonard G. Friel, Chicago	1.00
Arthur J. Evans, N. Y. city	5.00
F. B. Hogg, Philadelphia, Pa.	5.00
W. H. Gordon, Plattsburg, N. Y.	2.00
W. K. Carpenter, Erie, Pa.	10.00
E. Merters, Newark, N. J.	10.00
C. Keefer, Pittsburgh, Pa.	10.00
Fausto Dalumi, N. Y. city	10.00
L. A. Finch, Parkdale, Ark.	2.00
Michael Collins, Athens, Ohio	1.00
F. W. Steinbeck, Fink, W. Va.	5.00
J. Vogel, Brooklyn, N. Y.	1.00
E. Eikenberg, Rolfe, Ia.	1.00
Sam Levine, Wakefield, Mass.	3.00
W. P. Schneider, Chicago	5.00
W. J. Moore, Paoli, Pa.	5.00
W. R. Hartwig, Balto, Md.	5.00
Otto Zanger, Allentown, Pa.	1.00
Wallace Gould, Maine	5.00
R. C. Potter, Berwick, Pa.	1.00
Dr. J. C. Rogers (surplus from O'Grady Waterhouse fund)	30.00
Harry K. Clark, Evansville, Ind.	10.00
Charles Lawson, Brooklyn	2.00
Arthur Harmon, Portland, Maine	2.00
C. H. Carleton, Brooklyn, N. Y.	10.00
Fred J. Sage, New Canaan, Conn.	1.00
Pete Connors, Rochester, N. Y.	1.00
Hugh Aiken, N. Y. city	2.00
Oscar Erickson, N. Y. city	10.00
E. Llewellyn, N. Y. city	5.00
W. W. Kenfield, Rochester, N. Y.	5.00
(Mr. Kenfield sent $10 previously, making $15 in all)	
Harry D. Sparks, Irvington, N. J.	5.00
Christian Lang, Irvington, N. J.	1.00
Adam Graef, Irvington, N. J.	1.00
Leonard Sachs, Newark, N. J.	1.00
S. L. Surface, Thurman, Iowa	1.00
C. F. Stark, Brooklyn, N. Y.	1.00
Fred O'Melay, Hillsdale, Mich.	30.00
($10 was contributed previously.)	
Andros Gulde, M.D., Chelsea, Mich.	10.00
U. N. Seiler, Evansville, Ind.	1.00
J. H. Finn, No. Reading, Mass.	5.00
E. H. Greene, St. Petersburg, Fla.	50.00
(This completes Mr. Greene's guarantee to raise $100—and in adition to this he personally contributed $100, which was previously reported.—J. G. F.)	
Grand total pledged to date	$2,614.50

In addition to the above, several worthy fans have guaranteed to raise $100 each. You can join the "$100 Club" if you wish. Circulars and pledge cards will be mailed you upon request.

Joe Duffy Selected 12th Man

As this issue of the Checkerist goes to press, news comes that Joe Duffy of Chicago was selected by the International All-American Checker Team for 12th man on the team. Duffy received 7 votes, while his nearest competitor, Mike Lieber, received 2 votes. There were two members of the team that did not vote.

Later Mr. Duffy wrote the A. C. A. secretary that he would not have time to prepare for the match, and as a result would resign his place. Thus Lieber becomes a regular on the team, he having been selected for 13th man.

The subs selected by the team members' vote, were: 13th place, Lieber; 14th place, Dossett; 15th place, Tanner; 16th place, Lewis; 17th place, Weslow; 18th place, Ketchum.

Is Helping Fund

The following shows with what zest our neighboring Canadian Checker editor, Hugh Cairney, works to help along the International Team Match Fund. The item appeared in his checker column in the "Vancouver Province."

GREAT BRITAIN VS. AMERICA
International Fund

Previously acknowledged	$82.00
N. W. Gillespie	1.00

Now then brother checkerists "IT'S YOUR MOVE," and if you move in the required direction, as we feel you will, not only will you help our "BRITISHERS ACROSS THE SEA," and complete our $100 objective, but that other $17 will cause your old Checker Editor to positively beam, a reciprocation in itself.

We have only a few weeks left, and remember that "HE GIVES TWICE WHO GIVES QUICKLY." So dig up that dollar—it is beginning to get rusty anyway—and send it along—"DO IT NOW."

Charley Larrison Is Gone

The grim reaper has recently taken from our midst one of our greatest checker friends, Charles Larrison, who died at West Farmington, Ohio, Friday, November 19th. The end occured at 6 p. m. after a lingering illness of several years. The funeral was held Saturday, November 20, at 3:30 p. m.

In the death of Mr. Larrison, the checker world losses one of its leading patrons, and a decidedly strong player. He lived at one time in Buffalo, N. Y., where he knew and was very fond of H. B. Reynolds when that gentleman was in his teens—and there was formed a warm friendship which lasted throughout the many years of their checker association.

Mr. Larrison once defeated J. P. Reed in a short match, and at various times played, with even scores, many of the leading experts of the olden days.

Mr. Reynolds writes: "He was always a good friend of mine, and we will all cherish the memory of a fine sportsman, a true gentleman, and a splendid checker player."

Mr. Reynolds then contributed the following beautiful words in memory of one of the most popular members of our fraternity:

"And if the one we love is lying low,
Where human kisses cannot reach his face,
Oh, do not blame the Loving Father so,
But bear your sorrow with obedient grace;
And you shall shortly know that lengthened breath
Is not the sweetest gift God sends His friend,
But that, sometimes, the sable pall of death
Conceals the fairest boon His love can send.
If we could push ajar the Gates of Life,
And step inside, and all God's workings see,
We could interpret all this doubt and strife,
And for each mystery find a key.
But not today; then be content, Dear Heart—
God's plans, like lilies pure and white, unfold;
We must not tear the close-shut leaves apart;
Time will reveal the calyxes of gold.
And if, through patient toil, we reach the land
Where tired feet, with sandals loose, may rest,
Where we shall clearly know and understand,
I think that we shall say that God knew best."

Tescheleit's New Edinburgh

(A Review by J. H. Finn)

A new book is now being placed on the market by F. Tescheleit, London, England. Mr. Tescheleit won the championship of Londan on several occasions and, as he is a player of years of experience, he should be able to produce a book on the game that should be of interest to players in general.

The new book gives play on the Edinburgh and will be called "Master Player of the Draught Board.'" The Edinburgh opens with 9-13, which is the weakest of all the opening moves. As it naturally puts the blacks on the defensive from the beginning, the book will help out a lot, as there is play on all the seven replies to the opening move. This means that, while there are seven replies which white can make, they are not as important for that side as they are to the player with the black pieces.

The move which black is enabled to make against these replies is the main feature of the book. It is supposed that the white player is not at all afraid of his game, when he replies to 9-13. But if there is safe and sound play for black, it will mean much for this opening and will help place it among the safe and standard openings that may be taken at will and with a good chance to finish with a draw, which is the one great feature of the opening.

Mr. Tescheleit was part author of the "British Draughts Player," a book that has been in the hands of the fraternity for years. The late William Strickland was the author of this well known book, but he had considerable help from Tescheleit and from others also. Between them they produced a good book on the game, although many players do not like the arrangement of the play and notes, as these run through the pages. To give play up and down the pages and also across, leads to confusion, and while it saves paper in some cases, it wastes the time of the man who is trying to study the play and who finds it most difficult to follow the various lines in the way they are laid out on the page.

Lees' Guide also follows this method and this is about the only weakness of that book. Otherwise it is a compact little work and gives the best value for the money of all the known works on the game. If one could only retain in his memory all the play in that one book alone, he would be a formidable opponent, but only a few are able to keep much of this play in their memory so that they are able to draw on it in actual play.

BOSTON NOTES

On new Year's Day the Wells Club, Boston, will as usual conduct its annual meet at the Wells Memorial. Checker enthusiasts from all parts of New England will be present. The main attraction will be a Boston Championship Tourney, open to any player living within a radius of fifty miles from the Massachusetts State House.

A. J. Heffner, captain of the American International Team, will give an exhibition of his skill at simultaneous play against all comers. Prizes will be presented to all fortunate enough to score on the redoubtable veteran, but as A. J. Heffner rarely loses a game, the committee expects that few prizes will be won.

* * *

Greater Boston checker players will have the first apportunity of seeing the big team from across the pond. The entire team will arrive in Boston on or about Feb. 22, 1927. They will participate in the big gate tournament of the Boston club at the American House, Feb. 22. This should result in a gala event and be the means of helping the international committee to increase the fund for the big match over in New York city at the Hotel Alamac.

* * *

Recent advices from Saul Weslow, secretary of the Wells Checker Club, show that the Wells Meet on Jan. 1, should be something beyond the ordinary. With the American champion, Gonotsky, and Ginsberg, Ryan, Bradford and others expressing a desire to enter the play in addition to A. J. Heffner, captain of the American team, we should have the greatest number of fans present since 1913.

* * *

Ray Gould, who is well known to Boston and Massachusetts checker players, recently won the Maine state title for the ninth consecutive time. His many checker playing friends in these parts rejoice.

* * *

John T. Bradford, who was recently chosen the 11th member of the team and who resided in Boston during the winter of 1925-'26, is now in New York and Local checker players hope that he will be in Boston to take part in New Year's day meet.

Problem by J. A. Finn

Black 1, 3, 12, 13, 17, 21, 27.
White 10, 11, 19, 20, 22, 30, King 2.
White to play and win.

30-25*	21-30	19-16*	3-12	22-13
17-26	10- 6*	12-19	6-22	30-26
11- 8*	1-10	2- 6	13-17	13-17

White wins.

A Grand Old Man Is Gone

Only recently we learned of the death of J. A. Mugridge, aged 89 years of Buffalo. The funeral was attended by numerous checker celebrities who had known this once great player in earlier days.

Before the advent of Yates, Priest, Freeman, Reed, the Barker brothers, Heffner, Hefter, Broughton, and others of the great players of thirty years ago, Mugridge was considered by Wyllie as the best player in America. Up to the year 1861, Mugridge had not suffered a defeat in match play, but in 1864 he lost a match to the "Herd Laddie."

Mr. Mugridge was born in 1837, and was was thus 24 years of age in 1861 when the Civil War broke out.

We have on hand an unique photograph of those two veterans, Henry Spayth and J. A. Mugridge, seated at a checker table and board. Both have flowing white beards, and long frocked coats. Standing in the background are four youthful appearing spectators, Jas. L. Bradley, G. W. Newton, B. Mugridge and Charley Larrison, all of whom were to become quite famous in later days.

Glancing backward a few years reveals the fact that an alarmingly large number of Dama's followers have reached the king row of life. Mr. Mugridge was the oldest player of his day and the last survivor of those great players who preceded the present generation. Matty Priest, aged 79; A. J. Heffner, aged 65; C. Hefter, aged 66—are still with us—all great players and survivors of a checker era that traces back to the hazy days of 1890, when most of our readers were little fellows.

Sadly, one by one, these "old boys" are leaving us; stealing away ever so quietly in the night to some far distant shore; leaving behind a name made famous by proficiency at checkers; depleting the ranks of Dama's faithful stalwarts, which closing in, march bravely on and on . . . . . .

"But there are wanderers o'er Eternity whose bark drives on and on, and anchor'd ne'er shall be."

Criticism by E. A. McDougall

Re Tescheleit's criticism of game 406, the position is:

Black 5, 6, 7, 11, 12, 17, 26.
White 13, 18, 19, 20, 24, 27, 32.

White to play. Now instead of 19-15 which wins, Mr. Tescheleit went 32-28 and left it as a W. win; overlooking the draw by 11-16.—E. A. McDougall, Nov. 23, '26.

Kidding the "Herd Laddie"

What "Society" (an ancient Australian newspaper) thought of Draughts and the "Herd Laddie" in 1867:

The gentleman who enjoys the mild distinction of being the champion draughts player of the world resides at the Antipodes, and is a deaf old Scotchman. Just now he is doing a steady business at a Melbourne cafe, where he takes on all comers three days a week. His terms are moderate and easily arranged. Each aspirant, as he sits down for a game hands over twa saxpences to the stolid champion, who quietly drops the siller in his pocket, and proceeds to make a move.

During the first fortnight, Mr. Wyllie (that is his name) played 200 games, winning 189, and drawing the odd 11. The "Laddie" has a good headpiece on him, and is an interesting instance of how men of real ability can concentrate their intellectual powers on small aims. Any smart man of figures might, after three months' study of the game of draughts play "draws" with the "Laddie" until the crack of doom. But as nobody else appears to think the game worth the candle the "Laddie" keeps his title unscathed—"Society."

After the above was published, J. C. Cunningham, London, made the following very opposite and cutting remarks anent the same:

"We do not know whether our contemporary intends to be funny or not, but we feel assured our readers will treat the above as a splendid joke, or rather, as a series of jokes. We think is was Talleyrand who once said of a stupid and presumptious personage, 'that man's ignorance approaches almost to genius.'

"We are quite sure the writer who penned that wondrous paragraph in 'Society' falls under the same category"—"Draughts World."

Homer Wrote on Checkers

The Washington Service Bureau of the Newark Evening News, 1322 New York avenue, Washington, D. C., answers all well intended questions pertaining to interesting side lights of research. Recently the following question and answer appeared:

Q.—Where did checkers originate?

A.—It is thought that Homer described the game in the first book of the Odyssey as being played by suitors of Penelope to amuse themselves, and, according to Philastratus, was invented by Palamedes at the siege of Troy. On the walls of Thebes Rameses III is depicted unmistakably playing checkers with a lady, and in the British Museum are many specimens of ancient Egyptian draughtsmen and draught-boards. The boards were checkered, but were unlike ours in size and shape, and the draughtsmen are of various shapes, although none are capable of being "crowned" as in the modern game.

Habit vs. Mistake

(By Arthur Harmon)

Continual appliance of a certain act until one becomes accustomed to its performance constitutes after a period of time, a fixed habit, which may, or may not be harmful, but contrary to the general application of the principle of attaining "habits" it is best to guard against them, in checkers at least, especially in cross-board play. You have all seen this applied to the "scrub" who puts up an amazingly strong game on the "Single Corner" and who has never tried anything else. Some youngster gets hold of a book, looks up the Single Corner opening, discovers that the apparently strong game was in fact based upon a losing move, which often happens to be the case. Then into the club he comes, a mere tyro, whales the stuffing out of that strong Single Corner artist, much to the discomfiture of the older player, whose habit of always playing one opening has led to his own downfall.

The standard rules of the game are so framed as to prevent the "habit" of one player from distracting the mind of an opponent by any act calculated to disturb his lines of thought, especially the custom quite often adopted, of "hovering" over the board, handling the pieces without moving them, etc. Then there is that baneful habit of which some of the younger players are on the road to acquirement—taking back a move. You will notice some of them shove the piece over, carefully hanging onto the top of the piece, squint around each side to look the situation over, which maybe doesn't just suit them, and back comes the piece. This never should be permitted, and enforcement of the rule covering this will prove a benefit to the one who has already acquired this "habit."

If you will go through your list of acquaintances who play our grand old game, you will soon note that those who exhibit any of the traits depicted above, or any "habit" which is barred by the rules of the game, are rarely if ever strong players, while those who constantly make mistakes and are shown where they are made, will be found playing up to their full strength—the skill and mistakes combined being inseparable so that the whole fabric of their playing capacity is not often a perfect piece of goods.

Govan Y. M. C. A.

A most enjoyable evening was spent in the Govan Y. M. C. A. Rooms recently, when Mr. John Campbell, the Scottish champion, gave an exhibition of simultaneous play. Fourteen boards were engaged, and Mr. Campbell was faced with players not by any means novices. Mr. Campbell allowed balloted openings or go-as-you-please, and in some cases allowed his opponents to nominate the openings. These generous terms are seldom, if ever allowed in these displays. Considering the strength of the opposition, Mr. Campbell can be heartily congratulated on the score—11wins, 9 draws, and 1 game lost to W. Lamberton. (Govan Press).

N. W. Banks at Toronto

Totalling forty-two games of checkers during his four days' visit to Toronto, nine of which were under blindfolded conditions, N. W. Banks came through unscathed, winning thirty-five and conceding seven draws. Only one draw occurred in the two blindfolded seances, and this was at the Judean C. C., when three boards were contested in conjunction with a batch of twelve chess games. The game was a very entertaining one for the spectators, who encircled the lone operator of the White pieces.—(Toronto Telegram.)

J. G. Finley to Go East

After this issue of the "Checkerist," the A. C. A. Secretary will trekk back eastward to his home in Newark, N. J., where he will be in constant touch with the management of the Alamac Hotel, and will thus be in a better position to put the finishing touches to the plans made for the Great International Match.

All mail, and contributions to the International Match, can be sent to his old address, 550 West Lafayette Blvd., Detroit, up to Feb. 22, 1927.

Query on the Cross

George H. Fulford, 270 Exchange St., New Haven, Conn., wants play on a line of the "Cross," which some of our readers might be interested in:

11-15	8-11	4- 8	9-14	5-14
23-18	27-23	23-19	18- 9	22-17

Now Mr. Fulfard plays 14-18 with the added remark that the books play 17-14, 10-17, 21-14. From this point Ketchum's Manual on the Cross plays 7-10 and 6-10, both of which lose for Black. Mr. Fulfard, however, plays 11-16 for Black and asks "can White win from this stage?"

What say the analysts?

G. F. Getgen Comments

On page 177, August 1926 issue, Oscar Simonson tries to correct J. J. Early's analysis of game 375, Kelso choice, by The Bo'sun—Position:

Black—1, 2, 5, 6, 18, 23.
White—10, 13, 15, 17, 24, 25, 31.
Black to play. Mr. Simonson plays:

2- 7	1-28	9-14	17-22	23-26
10- 3	3- 7	7-10	10-14	17-14
6- 9	5- 9	14-17	28-32A	18-23
13- 6	17-13	25-21	14-17	31-27

—White wins

A—Now instead of this 28-32 by brother Simonson, I play 22-25 and ask him to locate the win. —G. F. Getgen.

J. D. Mulvany Comments

Re game 449 "Souter," August number, Morrall vs. C. F. Barker, at 34th move White could have won, if instead of 24-19 he had gone 15-10*—Position:

Black—1, 2, 5, 7, 8, 12, 22.
White 13, 14, 15, 20, 23, 24, 27, 31.
White to play and win by 15-10:

15-10*	8-11	14- 9*	17-21	18-14
22-25	31-26	7-14	19-16	10-17
23-18	25-21	6- 2	12-19	13-22
25-30	24-19	13- 6	23- 7	5- 9
27-23	21-17	2- 9	3-10	20-16
30-25	7- 6	14-17	26-23	9-13
13- 9	17-13	9-13	1- 6	16-12

—White wins

Leonard G. Friel Comments

In the Sept.-Oct. Checkerist, on page 202, Warren W. Dean makes a suggestion concerning a correspondence tourney for subscribers, with ten players in a division; entrance fee of 25c or 50c per capita. I second this suggestion. With the tourney played on the "round robin" style, each contest could be completed, at the most, in six months. If steps are taken to put Mr. Dean's suggestion into action, I will be one of the first to post the required entrance fee.

Leonard G. Friel, 4906 N. Ashland Ave., Chicago, Ill.

Comment by N. J. Humble

Referring to game No. 488, "Ayreshire Lassie," by the Bo'sun, Page 216, Sept.-Oct. issue—after the 58th move (trunk) the position is:

Black men—4, 5, 12, King 22.
White men—11, 15, 19, King 14.
With Black to move. The text goes: 22-25, etc., resulting in a White win.

But go 5-9, 14-15, 22-18, and it looks like an easy draw "to a man up a tree."

Your checkeristically,

N. J. Humble, Calhoun, La.

AMONG THE ANALYSTS AND CRITICS

Comment by Roy M. Allin

I desire to here correct one of my own corrections. Re problem 509, by Jack Gordon, the star on his first move is properly placed, and my play appearing on page 131, June issue, is all in error. I have since then seen a neat problem by J. C. Craig, which arises colors reversed at my 7th move.

Black 1, King 23.

White 18, 10, King 13.

White to play and win. Published in Wendemuth's Checker Companion.

18-14**A**	15- 6	17-14	5- 9	13-17
23-18	13-17	7-11	6- 2	10-14
13- 9	6- 2	14-10	9-13	17-22
18-15	14- 9	1- 5	2- 6	6-10
*9-13**B**	2- 7	9- 6		W. wins

A—Now same as my play at 7th move.

B—Corrects my play.

Re my comment page 131, June issue, F. F. Smith corrections to B. D. P. In May issue page 106, game 379, Var. 2 and A and B (after I wrote you the above comment) the same play is shown, except that B only states that 9-13 loses. I hope someone corrects my play in Var. A in the above comment.

Re my comment Mr. Banks' problem page 131, June issue, Var. 2 is shown opposite 24-20 the first move. It should be at the top of the next column, opposite 12-8.

Re milton C. Johnson's correction to problem 505 M. S. C. by C. A. Woodward. His correction is O.K., but I think the position is a win for White by changing the first move of the solution. In place of 8-11 go 15-11 as follows:

15-11*	25-22	19-23*	25-29	15-18
12-16**D**	2- 6	22-25	16-11	29-25
8-12*	22-18**C**	14-18	29-25	26-30
16-19	23-19*	25-29	11- 8	6- 1
12-16*	18-15**A**	23-26	25-29	14-17
19-23	19-16	29-25	8- 3	1- 6
16-19*	20-11	28-24	29-25	17-22
23-26	10-19	11- 7	3- 8	15-29
19-23***B**	17-21	24-19	25-29	18-14
26-30	6-10	7-10	8-11	6- 1
11- 7*	14-17	19-16	29-25	14- 9
30-25	10-14	10- 6	11-15	1- 5
7- 2*	17-22	18-14	25-29	22-17
			—White wins	

A—20-24, 19-15, 18-11, 28-19, 11-15, 19-16, 15-19, 6-9*—White wins.

B—19-15, 20-24*, 28-19, 17-22*—drawn.

C—20-16, 10-15*, 17-21, 6-9, 14-17, 9-13, 16-20, 15-11—White wins.

D—14-18**E**, 10-14*, 20-16, 14-23*, 16-7, 23-18*, 17-21, 18-22, 7-10, 8-11—White wins 2nd position.

E—20-16, 11-7, 16-19, (16-20, 8-11*) 8-11*, 19-23, 11-15—White wins.

Here is a simple one of my own.

Black 1, King 5, 12.

White 7, 14, King 3.

Black to play and win: 1-6*, 7-2, 6-10*, 14-7, 5-9*—Black wins.

The same idea extended is:

Black 1, 4, King 9, 20.

White 5, 12, 17, King 2.

Black to play and win: 9-13, 17-14, 13-9, 14-10, 20-16, 10-7, 4-8**A**, 12-3, 16-12—Black wins.

A—16-20 also wins by 7-3, 4-8, 3-7, 8-11—Black wins.

More difficult:

Black 1, 9, 13, 16, 20, King 25.

White 7, 17, 21, 22, 28, King 2.

White to play and draw.

17-14*	3- 7	7-11*	* 7- 3**E**	**C**11- 7	
25-18	14- 9	26-30	26-22	**B**22-26	
14- 5	7-10	10-15	3- 7*	* 7- 3	
18-14	19-23	9-14	14- 9**D**	**A**13-17	
7- 3	2- 7*	11- 7	7-11*	*15-10	
16-19	23-26	30-26	9-14	Drawn	

A—14-9, 15-18—Drawn.

B—14-18, 15-10*, 18-23*, 10-15—Drawn.

C—11-16, 13-17*, 16-11, 22-26*, 15-19 (11-16, 20-24*) 17-22—Black wins.

D—13-17, 15-10*, 22-18, 7-3, 14-7, 21-14*—Drawn.

E—7-11, or 7-3 lose by 13-17*—Black wins.

Simple:

Black 15, King 22, 28.

White 27, King 8, 14.

Black to play and win: 15-19*, 27-24, 22-18*—Black wins.

I think this is difficult even though I was lucky enough to pick out the draw moves cross board in a game with Mr. Mundelle. He had sprung a "wicked" "Bear Cat" shot on me in the Black Doctor:

Black 4, 5, 13, 20, King 23.

White 10, 21, 22, 28, King 17.

Black to play and draw.

4- 8*	5- 9*	23-26*	6- 9	1- 5
16-12**G**	6- 1**C**	16-11	1- 5	9- 6
8-11*	9-14	26-10	9- 6	5- 1
12-16	1- 5**A**	11-18	18-14	14-10
11-15	14-17*	10- 6*	6- 1	* 1- 5
10- 6	21-14	5- 1	5- 9	

Avoiding 2nd position. Drawn. The way we played it I saw my difficulty just before I played 4-8*.

A—1-6**B**, 14-17*, 21-14, 23-26—Drawn.
B—16-11, 15-18*, 22-15, 20-24—Drawn.
C—Stronger is 6-2, 23-27*, 16-11, 15-19*, 2-6, 19-23*, 6-1, 23-26*, 11-7**D**, 26-30—Drawn.
D—1-5, 27-23**E**, 5-14, 20-24—Drawn.
E—9-14, 11-7***F**, 26-30, 5-9—White wins.
F—5-9, 26-31*, 9-18, 20-24, 28-19, 27-23—Drawn.
G—10-7, 5-9*, 7-2**H**, 9-14, 2-6**I**, 14-17, 21-14, 8-12*—Drawn.
H—7-3, 9-14, 3-12, 23-26, 16-19, 26-17, 19-23, 17-22, 23-32, 22-18—Drawn.
I—16-12, 14-17*—Drawn.

Frank J. Smith Comments

In looking over the International Games (1905), I find game 20, Stewart and Horr, and game 58 Buchanan and Dearborne, played up to the 21st move the same; later I find that these two games should have been lost for White as corrected by W. J. Bowe.

Again turning to Robertson's Guide, variation 4 of Dyke, 21st move, I find the identical position comes up. W. Reid won it off M'Kay and Robertson gave play for a draw.

I am surprised to think that any one as astute as Robertson should have missed the win. Was he not considered one of the good ones?

I find a variation of the "Bristol Cross" running thus: 11-16, 23-18, 16-19, 24-16, 10-19, 27-24, 7-10, 24-15, 10-19, 32-27; now instead of 32-27 move, I have taken 21-17 here and have had a fair success with it, but have been unable to find any variation on this move. Do you know of any and is it sound?

—F. J. Smith

Comment by Victor Robinson

I noticed in March issue A. R. Dosset's article "Similar Positions," in referring to Game No. 23, Sixth American Tourney. I didn't notice, though, his correcting his play in the notes in which he states the game is a White win. In note "C," Mr. Dossett overlooked a simple two for two at the eighth move; instead of 17-14, try 27-23, 20-24, 19-16, 26-19, wins for White right away. BUT Note "B" is left thus 12-8 and White wins.

I'm afraid Mike Lieber, P. Ketchum, Duffy, Scott, Tanner, Anderson and myself, have all overlooked something if White can win this position. I will give the following continuation: 12-8, 22-26, 8-3, 7-11, 3-7**A**, 18-23 draw.

A—6-10, 18-23 drawn.

Dossett must have had an off day when he annotated this. There are also others: Game No. 449 Souter is a published loss, at the 17th move 14-18 is played which loses by pp. The win has been known for a long time. It is credited to J. J. Willis. It was published in the Milwaukee Sunday Sentinel, Jan. 13, 1924, and I think published before that.

It there any pp on the following moves of "Cross"—11-15, 23-18, 8-11, 27-23, 10-14, 23-19, 14-23, 19-10, 7-14, 26-19, 11-16, 19-15, 16-20, 24-19, 4-8, 22-17**A**, 4-8.

A—17-14**A**.

A—The move or moves in question; have you any play?

—Victor Robertson

Chris Nelson has a Word.

Re problem 593 by W. E. Davis; Black 7, 8, 11, 13, 25. White 16, 20, 26, 27, 28. Black to play and draw. Why these terms?

The author gives 25-30 to draw, when 13-17 is an easy draw, and 25-29 gives Black a very safe game.

25-29	29-25	8-12	12-19	7-10
27-24	26-23	23-18	24- 8	20-16

and 25-22—Drawn. Ah me—these problemists!

—C. Nelson.

Re another problem by W. E. Davis, after a few moves we have this position:

Black—4, 15, 21, King 29.
White 30, Kings 22, 3.

White to play. The author gives 30-26 as a star move to draw, but Mantell points out that it loses. Instead of 30-26, almost anything draws. Jack Gordon draws it by holding King on 22 and moving other King down to double corner.

And Yet Another Peculiarity

Your articles "A Peculiarity" and "Another Peculiarity" in the September-October issue of the Checkerist interested me very much. With reference to the first article, the explanation is that in the first exchange the captured pieces are in different systems and in the second they are in the same system; thus losing and not losing the move respectively.

I have much pleasure in contributing "And Yet Another Peculiarity." Place Black men on 7, 14, 19 and a King on 26: White men on 15, 24, 32, and a King on 6; and with Whites' turn to move. White has not the move. White plays 6-9, 19-28, 9-18 ad wins. Although the captured pieces are in the same system White now has the move. Of course, the pieces in the double corner explain the reason for this peculiarity.

Henry O. Robinson, City of London Draughts Club, 20-11, 1926.

F. C. Stokes Comments

I have just subscribed for your monthly publication called the Checkerist, and received your August number. Have gone over some of the games and problems and they surely are very interesting.

However, in looking at problem No. 573 I cannot find the draw for White. The position is Black on 3, 4, 17, and 22, King on 15; White on 10, 11, 12 and 30, King on 5; White to play and draw.

I notice in going over your solution to this problem you give 15-19 as the twentieth move, and of course this draws. However, go 15-18 instead and you will notice the win for black is very simple because it does not matter which way white jumps black gains the man and there is nothing to it from there on but a win for Black, as they have the man no matter which way White jumps.—F. C. Stokes.

Introducing Cap'n Bill.

(By J. Roy Chapman, 363 Loomis Ave., S. E., Atlanta, Georgia.)

Cap'n Bill reached for his checker board.

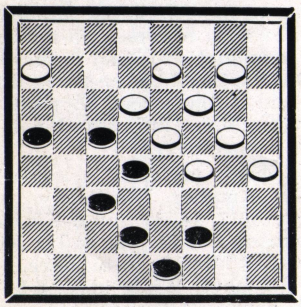
"Guess I'll experiment a little," he mused, opening one of his books at the section devoted to traps.

"Well, well. Here's Wyllie's famous 'Switcher' snare. UM-mm! Lemme see now. Seems to me I ought to find a use for the same idea on the other side of the board."

So saying, the captain placed a number of men on the squares and pushed them here and there until he evolved a position that suited him. He grinned delightedly.

"Guess that does the work," he chuckled. Black moves and wins, or I'm a landlubber."

Here is the position and its solution:
White—13, 14, 17, 18, 22, 23, 25, 26, 28.



Black—2, 6, 7, 11, 15, 19, 20.
Black to move and win.

6-10, 23-16, 20-24, 28-19, 11-20, 18-11, 7-30, 14-7, 30-14, 7-3, 20-24, 3-8, 24-27, 8-11, 27-31, 11-16, 31-26—Black wins.

"Ho, hum!" yawned Cap'n Bill." "Now to find another one."

Problem Pleasures

By E. B. Hallman

One fine feature which makes the playing of checkers so pleasant is the fact that the game has no age limit and scarcely any limit in the physical condition of its devotees. Young or old, rich or poor, sick or well, its followers may continue the pursuit of its beauties. He, though, who takes as his hobby the solving and possibly the composing of problems has still less limitation placed upon his interest. The player must have one or more other players with whom to struggle or his enjoyment is seriously affected; the problemist, solver or composer, needs only himself, for his favorite magazine or column gives him the study he craves or his own fertile imagination evolves the idea from which is developed the puzzling position.

Richard Atwell in his Scientific Draughts gives the following valuable suggestion: "Avoid positions which are too crowded, intricate, or interwoven with men and kings of different colors. Generally speaking, any position is natural when only men are used, but when kings are employed a position should rarely contain more than 12 pieces, and even with ten or more kings are best placed near the king row where they crowned. A study of recorded games will show that they are practically finished before many kings are obtained. The opposing sides should be fairly evenly balanced; a declared winning side should have no obvious advantage in force or position; a drawing side should be placed at a distinct disadvantage and there should not be a dual solution, even allowing an unlimited number of moves should be well concealed, and appear ineffective unless the end of the problem is perceived.

Ketchum Wins Banes Cup

Preston Ketchum, the Illinois chceker champion has won the "Banes" cup tournament by defeating G. M. Tanner 1-0 and three draws in the final round. This tournament was one of the best ever played in Chicago, many rounds requiring extra games to decide the winner, the most notable round being when Tanner won from Duffy, 1-0 and nineteen draws.

Nearly all of Chicago's best players took part and at the end of scheduled play Tanner, Duffy and Ketchum were tied for first place. In the play-off Tanner and Duffy were drawn and the former won 1-0 and 19 draws; Duffy then resigned to Ketchum, who won by forfeit. This left Tanner and Ketchum to play and resulted as stated.

F. F. Smith Replies to "An Important Analysis" (Nov. issue)

By F. F. Smith

Re the analysis in November issue of Checkerist, page 235, described as an "Important Analysis" and which criticises Banks Scientific Checkerist, the "Encyclopaedia" and "Smith's Edinburgh." It is proposed to publish a Supplement to Smith's Edinburg at a later date, but apparently the march of progress will not wait. I am, therefore, compelled to reply to the criticism in order to uphold the reputation of Smith's Edinburg. The book itself is practically out of print, but I have a few copies left.

Kindly note this analysis is dated February, 1923.

Dunne's Line was not given in Smith's Edinburgh for the obvious reason that it was non-existent at the time of the publication of that work. I have, however, kept myself thoroughly up to date with all its intricasies and improvements.

Mr. Banks in Scientific Checkers strongly advises all grades of players to adopt the line of play shown in Smith's Edinburgh. —F. F. Smith.

GAME NO. 558, "EDINBURGH"

Supplement to "Smith's Edinburgh"

(Frank Dunne's Line)

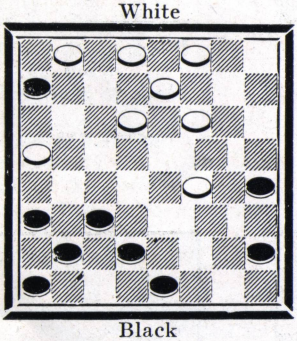
A reply to the critics by F. F. Smith

Author of "Smith's Edinburgh"

9-13	1- 6	7-10	9-18	6-10
22-18	24-20	29-25	23-14	24-19
6- 9	10-15	3- 7	10-17	15-24
25-22	28-24	18-14	21-14	25-21

—then 10-17, 21-14, 24-28, 27-23, forms position on diagram:

White



Black

Black to play and draw.

11-16-1	5-14	16-19	4- 8	8-12
20-11	18- 9	23-26	9-14	14-18
7-16	8-11	12-19	2- 7	11-16
22-18	9- 5	1- 5	14-18	18-15
16-20	11-16	19-24	7-11	24-27
14- 9**A**	5- 1	5- 9	18-14	32-23

—then 28-32, 23-19, 16-23, 26-19, 32-28—Drawn. F. F. Smith—Feb., 1923.

A—Any other move Black draws easy. —F. F. Smith.

Var. 1

2- 6**A**	10-17	4-11	26-31	22-26
22-18	6- 1	31-27	11- 7	15-10
6-10**B**	17-22	11-15	31-26	26-22
14- 9	26-17	27-24	7- 2	10- 6
5-14	13-22	15-18	26-22	22-18
18- 9	1- 6-2	24-19	2- 6	6- 9
11-15	7-10	18-23	22-18	18-15
9- 6	6-15	19-15	6-10	9-13
15-18	8-11	22-26	18-22	**C**12-16
23-14	15- 8	15-11	10-15	20-11

Continue: 15-8, 13-17, 8-11, 17-22, 11-15, 22-26, 15-19, 26-31, 19-15.

Drawn—F. F. Smith.

A—Not so good as 11-16, for it allows various strong lines of play for White. However, after 11-16, the draw is simple for Black.—F. F. Smith.

B—13-17, 23-19, 6-10, 20-16, 18-15, etc., White wins—F. F. Smith.

C—15-19 also draws by 13-17, 19-24, 17-22, 24-19, etc., drawn—F. F. Smith.

Var. 2

1- 5	14-17	14-17	8-15	24-20
7-10	6-10	25-29	31-27	15-19
5- 1**A**	17-21	17-22	4- 8	20-16
10-14	10-14	12-16	27-24	19-24
1- 6	22-25	20-11	8-12	16-11

—then 12-16—Drawn—F. F. Smith, Feb., 1923.

A—5-9, 22-25, 10-14, etc—Drawn—F. F. Smith.

* * *

Smith's Edinburgh—Frank Dunne's Line

Black—L. M. Lewis White—Joe Duffy

9-13	7-10	6-10	2- 6	19-26
22-18	29-25	24-19	22-18	31-13
6- 9	3- 7	15-24	13-17**C**	7-10
25-22	18-14	25-21	23-19	14- 7
1 6**A**	9-18	10-17	6-10	11-16
24-20	23-14	21-14	19-15**D**	20-11
10-15	10-17	24-28	10-19 **E**	8-22
28-24	21-14	27-23**B**	26-23	W. wins

Game No. 1167 in "Chicago Daily News." This was witheld from publication until after the 5th American Tourney at Boston was played.

A—P. H. Ketchum defeated Lewis after this move at Racine, and he should have abandoned it then.

B—Kear gives 27-24 here, but Duffy's play seems better.

C—7-10, 14-7, 11-16 is left as ? R. T. Ward.

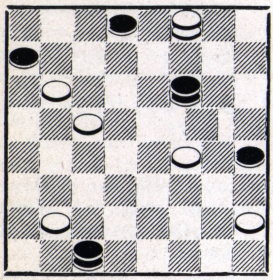
D—20-16 is crushing—J. Alexander.

E—Duffy is a piece short, but his win is very apparent here.

Note "B" is said to be stronger than 27-24; so it is a little, but it won't win. —F. F. Smith.

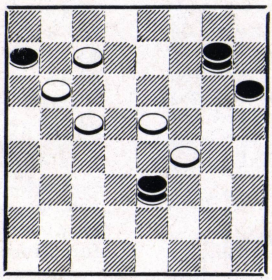
Problems for the Beginners

PROBLEM No. 618
By A. Sturgeon
Black—2, 5, 20, Kings 11, 30



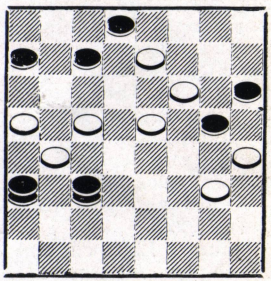
White—9, 14, 19, 25, 28 King 3
White to play and win

PROBLEM No. 619
By J. George
Black—5, 12, Kings 8, 23



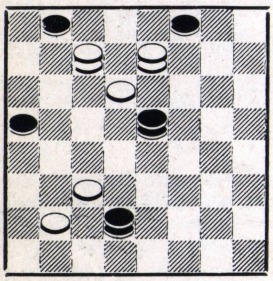
White—6, 9, 14 15, 19
White to play and win

PROBLEM No. 620
By Arnold Brindley
Black—2, 5, 6, 12, 16 Kings 21, 22



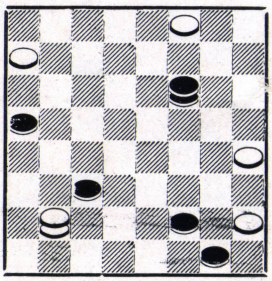
White—7, 11, 13, 14, 15, 17, 20, 24
White to play and win

PROBLEM No. 621
B. J. Keveney
Black—1, 3, 13, Kings 15, 26



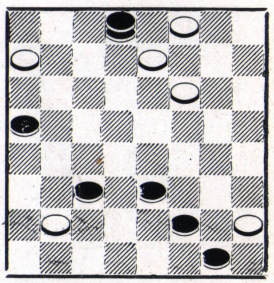
White—10, 22, 25, Kings 6, 7
White to play and win

PROBLEM No. 622
By W. J. Wood
White—5, 13, 28, 30, King 8



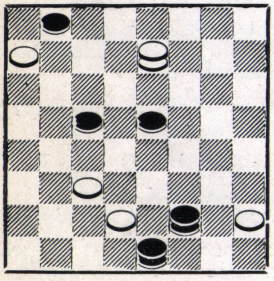
Black—1, 6, 11, 20, King 22
Black to play and win

PROBLEM No. 623
By W. J. Wood
White—5, 8, 22, 26, 28, 30



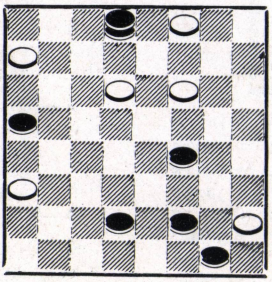
Black—1, 6, 10, 11, 20, King 31
Black to play and win

PROBLEM No. 624
By W. J. Wood
Black—1, 14, 15, Kings 27, 31



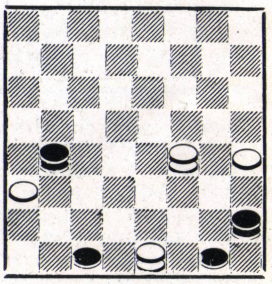
White—5, 22, 26, 28, King 7
White to play and draw

PROBLEM No. 625
By W. J. Wood
White—5, 12, 22, 23, 28, 30



Black—1, 6, 7, 14, 20, King 31
Black to play and win

PROBLEM No. 626
P. H. Rouer
White—12, 13, Kings 2, 14



Black—1, 3, Kings 5, 16
Black to play and win

Beginners' Game Section

Game No. 533, "Single Corner" (E-3)

The following two games were played at the Cordage Club of North Plymouth, Mass., during a blindfold exhibition of Editor Banks, while engaging seven opponents.

Black—Banks		White—Club Player		
11-15	10-15	9-14	19-15	23-16
22-18	23-19	18- 9	17-21	D30-23
15-22	16-23	6-13	14-10	B. wins
25-18	26-10	31-26A	6- 9	
8-11	7-23	11-16	10- 6	
29-25	27-18	20-11	21-25	
4- 8	6-10	7-16	6- 2	
24-20	30-26	22-18	25-30	
12-16	3- 7	2- 6	2- 6	
25-22	26-23	18-14	9-13	
8-12	1- 6	10-17	15-11C	
28-24	24-19	21-14	16-19	
		13-17B		

A—22-18 would be stronger here.

B—Black now gets a powerful ending.

C—If 15-10 then 13-17 should win.

D—After note (B) the White end game would require very fine play to draw.

Game No. 534, "Alma" (E-5)

Black—Club Player		White—N. W. Banks		
11-15	15-24	18-25	2- 9	2- 7
23-19	28-19	29-22	17-13	31-24
8-11	11-15	5- 9C	9-14	7-16
22-17	20-11	32-27	22-17	
3- 8	15-24	15-19	14-18	
25-22	27-20	17-13	11- 7	
11-16	8-15	10-15	18-22D	
26-23	20-16	22-17	7- 2	
7-11	12-19	1- 5	15-18	
30-26	23-16	26-22	31-26E	
9-14A	14-18B	6-10	22-31	White
24-20	16-11	13- 6		won

A—Weak.

B—White seems to get the better game against any line of play.

C—6-9 would offer more play at this juncture.

D—Black appears lost on all lines of play.

E—Finishes the game in a hurry.

Game No. 535, "Maid of the Mill"

These two game contributed by G. Butler, 20 Britannia Row, Islington, London.

Black—Butler		White—Opponent		
11-5	26-23	6-10	23-14A	1- 17
22-17	10-14	31-26	6- 9	19-10
8-11	24-20	8-11	13- 6	7-32
17-13	11-15	26-23	17-22	
15-18	28-24	2- 6	25-18	
23-14	4- 8	32-28	10-17	Black
9-18	23-19	14-17	21-14	wins

A—The wrong way, 21-14, 10-17, 23-14, wins for white. —G. Butler

Game No. 536, "Millbury"

Black—Opponent			White—Butler	
11-16	11-18	14-18	6-15	6- 9
22-18	22-15	30-25	21-17	18-14
8-11	7-10	4- 8	14-30	9-18
25-22	25-22	26-23	23- 5	28-24
16-20	10-19	9-14	30-23	20-27
29-25	23-16	31-26A	27- 4	32-14
10-14	12-19	5- 9	2- 6	
18-15	24-15	15-10B	22-18	W. wins

A—Obviously 22-17 loses by 18-22.

B—22-17 would again lose as per note A. —G. Butler

Game No. 537, "Cross" (E-4)

By Gus Swenson

Submitted to correct game No. 476, in October issue, at note A. I lost the White side of this game against the 3-7 move to E. S. Courtney of Blackwell, Okla., and after looking up pp on the move found that the B. D. P. dismisses the move by saying that "3-7 or 11-16 loses by 31-27." I submit the following play on this 3-7 move for the analysts to upset:

11-15	26-22	5- 9	23-16	22-25
23-18	11-15	27-23*	15-18	19-16
8-11	17-13	15-18	16-12*	25-30
27-23	7-11	22-15	7-11	23-19
4- 8	22-17	11-27	12- 8	
23-19	3- 7A	32-23	11-16	
9-14 *	31-27B	8-11-2	8- 4	
18- 9	1- 5-1	30-26*	16-20	
5-14	25-22	11-15	24-19	
22-17	18-25	19-16*	18-22	
15-18	29-22	12-19	26-23	W. wins
		Var. 1		
18-23-6	11-16	16-23		W. wins
27- 9	9- 5	13- 9		R. E. Bowen
		Var. 2		
..7-11	11-15-3	12-19	8-11-4	2-11
30-26	19-16	23-16	16- 7	24-19
			White wins	
		Var. 3		
11-16	24-20	8-11	26-22	W. wins
		Var. 4		
15-18	18-22	22-31	31-26	
24-19	16-12	12- 3	19-15	W. wins
		Var. 5		
18-22	22-26	7-11	26-31	31-26
26-23	23-19	12- 8	8- 3	24-20
			White wins	
		Var. 6		
6- 9	17-13	18-25	30-25	11-16
13- 6	1- 6	29-22	9-14	24-20
2- 9	25-22	14-18	22-17	W. wins

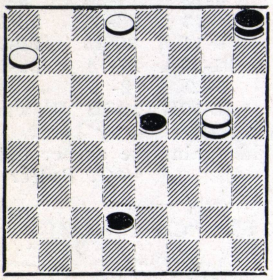
A—This is note A in Game 476. Oct. Checkerist where 32-27 is played to a draw.

B—B.D.P. gives this one move to win for White.

Gus. Swenson, 502 N. 3rd St., Arkansas City, Kansas.

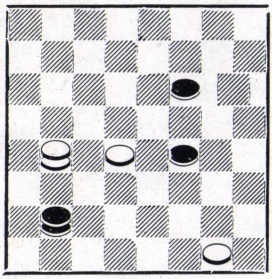
Problems for the Advanced Players

PROBLEM No. 627
By S. J. Pickering
White—28, 31, King on 17



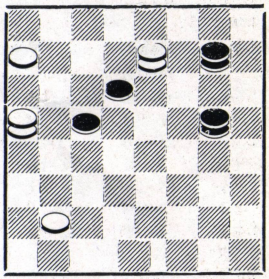
Black—7, 18, King on 29
Black to play and draw

PROBLEM No. 628
By A. Halley
Black—11, 19, King 25



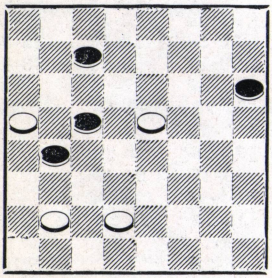
White—18, 32, King 17
White to play and win

PROBLEM No. 629
By W. J. Perrett
Black—10, 14, Kings 8, 16



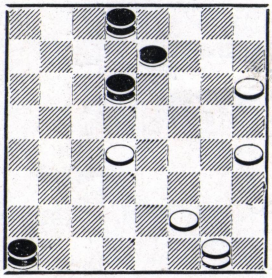
White—5, 25, Kings 7, 13
White to play and win

PROBLEM No. 630
By T. Graham
Black—6, 12, 14, 17



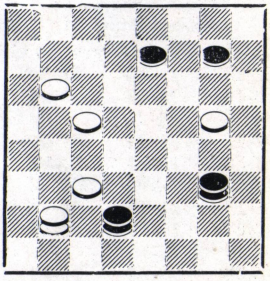
White—13, 15, 25, 26
Black plays; White draws

PROBLEM No. 631
By R. W. Wilkins
Black—7, Kings 2, 10, 29



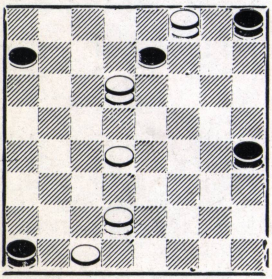
White—12, 18, 20, 27 King 32
White to play and win

PROBLEM No. 632
By R. W. Wilkins
Black—7, 8, Kings 24, 26



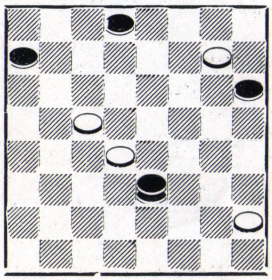
White—9, 14, 16, 22, King 25
White to play and win

PROBLEM No. 633
By R. W. Wilkins
Black—5, 7, Kings 4, 20, 29



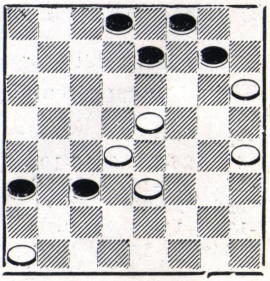
White 18, 30, Kings 3, 10, 26
White to play and win

PROBLEM No. 634
By G. W. Brown
Black—2, 5, 12, King 23



White 8, 14, 18, 28
Black to play and win

PROBLEM No. 635
By A. Campbell
Black 2, 3, 7, 8, 21, 22



White 12, 15, 18, 20, 23, 29
White to play and draw

Advanced Players' Section

Game No. 538, "Second Double Corner"

By the "Bo'sun"

11-15	31-27	7-11	17-14	23-32
24-19	7-10	23- 7	13-17	9-13
15-24	29-25	11-18	25-21	17-22
28-19	4- 8	22-15	8-12**B**	13-17
8-11	32-28	2-18	15-11-**1**	22-26
22-18	3- 7	19-16	12-16	30-23
10-14	18-15	12-19	11- 7	18-27
25-22	14-18	24-15	16-19	
11-16	23-14	5- 9**A**	7- 2	
27-24	9-18	21-17	19-23	
16-20	26-23	9-13	2- 9	Drawn

Var. 1

14-10	17-13	7- 2	7-10	14-21
17-22	9-14	16-19	19-23	
2-17	10- 7	2- 7	10-14	
6- 9	12-16	14-17	23-32	Drawn

A—In Scottish tourney game No. 404 in Draughts Review this is said to lose.

B—Here Mr. Hulley played 17-22 and White won.

Game No. 539, "Double Corner"

By H. T. Smith, Chelsea, England

9-14	*9-13	10-14-**1**	6- 9	24-27
22-18	18- 9	30-25	19-15	32-23
5- 9	13-22	1- 5	16-19	28-32
24-19	25-18	22-18	23-16	21-17
11-16	6-13	3- 7	14-23	7-11
26-22	29-25	18- 9	27-18	15- 8
8-11	11-15*	5-14	12-28	4-11
22-17	18-11	25-22**A**	31-26	17-14
16-20	7-16	2- 6	20-24	11-15
28-24	25-22	22-18	26-22	Drawn

A—Now into a well-known "Paisley."

Var. 1

4- 8	2- 6	16-23	6- 9	8-12
30-26-**4**	17-14**B**	18-15	15-10	23-19
3- 7	10-17	12-16	7-11	11-16
22-17	21-14	27-18	10- 7	19-15
13-22	1- 5-**2**	20-27	16-20	16-19
26-17	23-18	32-23	7- 2	Drawn

B—Submitted to correct 31-26, 6-9, 32-28, 9-13—black should win. A. Schaefer—continues:

17-14	14- 9**C**	24-19**D**	22-15	9- 6
10-17	17-21	7-11	25-30	8-11
21-14	19-15	26-22	15-10**E**	Black
13-17	21-25	11-18	30-26	wins

—H. T. Smith

C—19-15, 1-6, 23-18, 16-19—Black wins.

D—26-22, 25-30, 23-18, 30-26, 15-11, 26-17, 11-2, 17-14—Black wins.

E—9-6, 1-10, 15-6, 30-26, 6-2, 8-11—Black wins.

Var. 2

6-10-**3**	16-19	7-11	8-12	11-15
14- 9	23-16	10- 7	7- 3	8-11
10-14	12-28	14-17	17-21	15-18
19-15	15-10	9- 5	3- 8	27-24

—Drawn

Var. 3

8-11	26-22	9-13	23-16	13-17
31-26	6- 9	19-15	12-28	8- 3
1- 5**F**	22-18	16-19	15- 8	W. wins

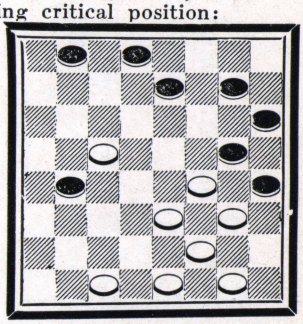
F—6-10, 14-9, 10-14, 9-5—White won.

Var. 4

22-18	14- 7	26-19	27-18	25-21
2- 6-**5**	3-10	11-16	20-27	17-22
18-14	31-26	18-15	32-23	18-14
10-17	8-11	16-23	12-16	
21-14	23-18	15- 6	30-25	
6-10	14-23	1-10	13-17	Drawn

Var. 5

3-7, 18-14, 10-17, 21-14, 13-17 forms the following critical position:



White to play

19-15	7- 3	23-19**G**	30-26	14-10
16-19	1- 6	15-24	21-25	20-24
23-16	27-23-**6**	8-15	26-22	10- 7
12-28	6-10	24-27	25-30	32-27
15-10	14- 7	32-23	22-17	
7-11	11-15	28-32	30-25	
10- 7	3- 8	23-19**H**	17-14	
8-12	2-11	17-21	25-22	Drawn

G—23-18, 15-22, 8-15, 17-21, 15-18, 22-25, 31-26, 25-29, 26-22, 20-24, 22-17, 12-16, 24-27, 32-23, 28-32—Drawn.

H—15-19, 32-27—Draws.

Var. 6

31-26	15-19	19-24	30-26	10- 7
11-15	11- 8	13-17	8- 4	2-11
14-10	19-26	23-19	26-22	8-15
6- 9	30-23	17-22	4- 8	26-31
3- 8**I**	17-22	19-16	31-26	15-19
9-13-**7**	8-12	22-26	24-19	22-26
26-23	22-26	16-11	26-31	
20-16	12-19	26-30	19-24	
8-11	26-31	11- 8	31-26	Drawn

I—10-6, 9-13, 6-1, 17-22, 26-17, 13-22, 1-5, 15-19, 3-7—Drawn.

Var. 7

11-16	12-19	9-14	17-22	26-31
26-22	10- 7	24-19	23-18	19-23
17-26	2-11	14-17	22-26	31-27
30-16	8-24	27-23	18-14	23-18

—White wins

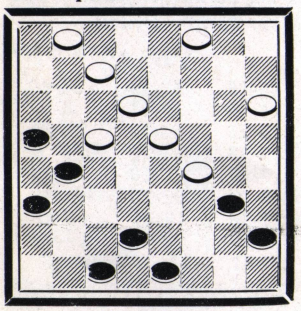
Game No. 540, Dyke Formations

By W. H. Mackasey, Petersburg, Va.

In the course of my study of certain "Dyke" formations, I have found correlated positions which I have worked into one fundamental problem, and I believe it is a good thing. This compilation is a little lengthy, but it covers many phases of the middle game, arising from the "Dyke" formations, and I believe it will prove of interest to all classes of checker players. —W. H. M.

Paisley	Kelso	Dyke	D. Corner
11-16	10-15	11-15	9-14
24-19	22-17	22-17	22-17
8-11	11-16	15-19	11-15
22-18	23-18	24-15	25-22
4- 8	15-22	10-19	15-19
18-14	25-18	23-16	24-15
9-18	9-14	12-19	10-19
23-14	18- 9	25-22	23-16
10-17	6-22	8-11	12-19
21-14	26-17	22-18	17-10
16-23	8-11	9-14	6-15
27-18	27-23	18- 9	21-17
12-16	11-15	6-22	5- 9
28-24	24-19	26-17	29-25
8-12	15-24	11-15	8-12
25-21	28-19	17-13	25-21
16-20	4- 8	7-10	7-10
31-27	29-25	21-17	17-13
6-10	8-11	2- 6	2- 6
26-23	25-22	29-25	27-23
10-17	16-20	5- 9	4- 8
21-14	31-27	25-21	23-16
1- 6	11-16	4- 8	12-19
29-25	17-14	31-26	32-27
11-16	1- 6	8-12	9-14
24-19	22-18	27-24	27-24
6- 9	6- 9	9-14	8-12
25-21	Position	Position	22-17
Position	B-Terms	A-Terms	Position
A-Terms		Col. Re'd.	B-Terms
			Col. Rev'd.

The Spider Web Position



A—Black to play and win.

B—White to play and Black wins.

As the "Spider Web Position" constantly arises from various openings, its formation should be anticipated in time to determine whether one is playing up to the "role" of spider or fly. In the progress of certain games, after the pieces have been reduced to eight on each side of the board, "the move" should be reckoned in order either to play for, or to avoid, this very important position. **Having "the move" in the above problem, you win; otherwise, you lose.**

The above illustrated games are taken from Kear's Encyclopedia and the British Draughts Player.

Many good players have been allured into the Spider Web Position:

A—Black to Play and Win.

Solution:

2- 6-1	22-26	16-19	24-27	8-12
21-17	23-19	18-14	2- 7	10- 6
9-13	16-23	19-23	27-31	12-16
24-19	27-18	6-10	7-11	14-10
13-22	26-31	31-26	31-27	
14-10	2- 6	11- 7	11-15	White
7-14	12-16	20-24	3- 8	Wins
18- 2	15-11	7- 2	15-18	Sturges

Var. 1

7-10-3	2- 6	9-13	31-26	26-22
14- 7	18-15	6-10	7-11	24-27
3-10	6- 9	18-23	26-31	22-18
18-14	14-10	15-11	10-14**A**	14-10
10-17-2	9-14	20-24	31-26	
21-14	10- 6	11- 7	11-15	
9-18	14-18	24-27	26-31	
23-14	6- 1	7- 2	15-19	
16-23	5- 9	27-31	31-26	W. wins
27-18	1- 6	2- 7	19-24	R. J Allen

A—If Black had to play, this would be Petterson's Drawbridge.

B—12-16, 15-11, 16-20, 14-18, 26-21, 18-27, 31-24, 11-15, 13-17, 15-18, 24-28, 18-14, 17-21, 14-18—White wins.

—H. McKean

Var. 2

9-18	17-14	9-13	11-16	32-27
23- 7	16-19	7- 3	19-24	22-18
16-23	30-26	11-16	26-22	20-24
27-18	19-24	3- 8	24-27	23-19
2-11	14-10	16-19	32-23	32-28
21-17	5- 9**C**	8-11	28-32	18-15
12-16	10- 7	24-28	18-14	W. wins

—F. Tescheleit.

C—24-27, 32-23, 20-24**D**, 23-19, 24-27, 26-22, 27-31, 10-7—White wins.

D—11-16, 10-7, 20-24, 7-3, 24-27, 3-8—White wins. —R. Galloway

Var. 3 (Off Var. 1 at 7-10)

If you will refer to Game No. 422 in the November issue of the Draughts Review, you will find that the Spider Web Position came up in a Scottish tourney, and that Mr. H. Christie had a win in hand, but failed to hold his victim.

With the terms, Black to play and White wins, Mr. Christie's opponent moved 9-13. This is one of the most interesting positions that I have studied for

some time—a splendid exercise on the "Dyke" frame up and the bridge position.

Black to play and White win.

9-13	7-14	12-16	7-11	22-26
18-15	18- 9	5- 1	15- 8	30-23
13-17	5-14	16-19	3-12	19-26
23-18	27- 9	1- 5	9-14	18-23
16-23	17-22	2- 7E	12-16	
14-10	9- 5	5- 9	14-18	W. wins

E—If 19-23, White wins by a bridge position.

B—White to Play and Black Win.

30-26	13-22	2- 7	24-20	11-16
2- 6	15- 6	3-10	3- 8	26-22
26-22**A**	7-11	14- 7	31-26	17-13
6-10	6- 2-1	30-26	8-15	31-27
22-17	22-25	7- 3	27-31	
9-13	21-17**D**	26-31	15-11	Black
18-15	25-30	27-24	16-20	Wins

Known as Tescheleit's win.

A—32-28, 6-10, 28-24**B**, 10-17, 21-14, 7-10, 14-7, 3-10—Black wins.

B—21-17, 9-13, 26-22, 7-11, 14-7, 3-10, 28-24, 5-9—Black wins.

Var. 1

19-15**C**	26-31	6- 2	22- 6	15-11
11-18	27-23	16-19*	1-10	27-31
14-10	31-26	2- 6	19-23	
22-26	23-18	26-22	10-15	Black
23-14	24-20*	6- 1	24-27	wins

By A. Jordan and F. Tescheleit.

C—the strongest defense, but also loses.

D—2-6, 25-30, 14-9, 5-14, 6-9, 14-17, 21-14, 30-26—Black wins.

Game No. 541, "Denny-Kelso"

By J. A. Finn

The following play may be of some interest to your readers.

DENNY—KELSO

10-14	21-17	11-16	29-25	16-23
23-19	8-11	19-15	7-11	**A**17-10
14-18	17-13	16-20	26-22	5- 9
22-15	9-14	24-19	11-16	28-24
11-18	25-21	4- 8	22-17	2- 7
			Black	wins

Another Line

10-14	8-11	16-20	11-16	5- 9
23-19	17-13	24-19	15-10	31-26
14-18	9-14	4- 8	16-23	
22-15	25-21	29-25	22-15	
11-18	11-16	7-11	14-18**A**	
21-17	19-15	26-22	28-24	W. wins

A—The positions are the same; colors reversed. The foregoing play is from "The International Match Games' Book, Great Britain vs. the United States," page 76-77-78, Game No. 77, March, 1905, "trunk," note (E), diagram, note (H).

First game at A (17-10): Black 1, 2, 3, 5, 6, 8, 12, 18, 20, 23. White 10, 13, 15, 21, 25, 27, 28, 30, 31, 32—Black to play. Second game at A (14-18): Same position; White to play.

Game No. 542, "Irregular"

(Contributed by J. A. Finn)

From "The International Draughts Magazine," No. 1, Vol. 1, page 7, January, 1888; Game No. 5, "Irregular," played between Messrs. Wm. Lea, Bristol, Eng., and Thomas Lea, Sydney, New South Wales. Commenced Nov. 14, 1870, and ended Feb. 8, 1886. Thomas Lea's move:

11-15	2- 6	1- 6	23-30	8-11
23-19	29-22	17-13	14-18	7- 3
8-11	6-15	6-10	30-25	16-20
22-17	27-23	13- 9**B**	19-15	3- 8
10-14**A**	4- 8	10-17	5- 9**D**	11-16
19-10	23-19	9- 6	15-10	8-11
6-15	15-24	17-21	9-13	25-30
17-10	28-19	6- 2	10- 7	11-15
7-14	9-14	7-10	25-30	30-25
25-22	22-17	2- 7	7- 3	31-27
14-18	14-18	18-23**C**	30-25	25-30
24-19	17-14	7-14	3- 7	18-22
18-25	3- 7	21-25	11-16	
19-10	21-17	30-21	32-28	W. wins

A—This move was made for the purpose of leaving "book play."

B—This sacrifice wins the game. 11-22-26.

C—Nothing could be done.

D—25-22 would lose.

I think this is the first game to be played between England and New South Wales. —Wm. Lea.

Game No. 543, "Fife" (E-5)

From "The Draughts Players' Quarterly Review," No. 2, Vol. 2, page 57, March, 1890. "Fife," played between James P. Reed, champion of America, and W. H. Tyson, at Pittsburgh, Pa., April 18, 1888. Reed's move.

11-15	25-22	10-17	9- 6**C**	23-26
23-19	4- 8	24-20	1-10	31-22
9-14	22-17	11-15	19-16	25-18
22-17	13-22	19-10	12-19	2- 6
5- 9	26-17	7-14	24- 6	15-19
26-23	2- 6	27-24	14-18	16-12
9-13	17-14**B**	8-11	28-24	18-15
30-26**A**	10-17	24-19	18-23	6- 9
13-22	21-14	17-22	24-19	19-24
25- 9	6-10	28-24	30-25	
6-13	14- 9	22-25	19-16**D**	
29-25	15-18	32-28	11-15	Reed
8-11	23-14	25-30	6- 2	wins

A—Reed smiled when I moved this piece.

B—I could see nothing else to do. I expected after the exchange, 15-18, 31-26, 1-5, 24-20, etc.

C—My object had been this double exchange, since moving 14-9. 19-16 draws.

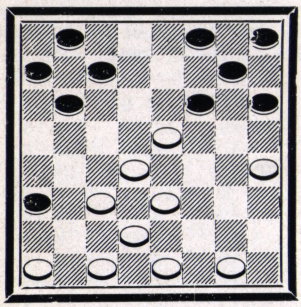
D—Thinking I was defeated, I moved hastily. 6-2 draws.

W. H. Tyson, Big Run, Pa., Nov. 11, 1889.

Game No. 544, "Denny"

By H. T. Smith, Chelsea, England

10-14	11-15	2- 7	10-17	7-11
23-19	24-20	22-18	25-22	forms
7-10	15-24	14-17	17-21	position
27-23	18-19	21-14	19-15	



White to play

23-19**A**	1- 6	2- 6	19-15	30-26
3- 7-**1**	27-23	10-14	18-23	23-18
22-17	9-13	19-15	15-18	26-31
9-13**B**	14- 9	14-18	23-26	20-16
32-27	5-14	13-17	18-25	31-27
13-22	18- 2	15-11	4- 8	18-15
26-17	11-27	8-15	30-23	White
6- 9	31-24	10-19	21-30	wins
17-14	7-10	17-22	24-19	

A—Submitted to correct game 603, Cheltenham Chronicle where 22-17 allowed a draw.

B—7-10, 17-13, 10-14, 31-27—white wins.

Var. 1

6-10-**6**	10-14	3- 7	17-22**C**	12-16
15- 6	15-10	6- 2	26-17	11-15
1-10	9-13-**3**	8-11	13-22	5- 9
20-16	10- 6	15- 8	18-15	31-27
11-20	14-17-2	4-11	11-18	9-14
18-15	19-15	22-18	2-11	32-28
			—White wins	

C—7-10, 2-7, 10-14, 18-9, 5-14, 7-16, 12-19, 32-28—White wins.

Var. 2

8-11	11-15	3- 8	11-16	24-27
22-17	6- 2	10- 7	10-15	31-24
13-22	15-24	8-11	5- 9	White
26-10	2- 6	6-10	7- 2	Wins

Var. 3

8-11	14-18	9-13	18-23	18-23
10- 6	22-15	6-10	19-15	14-18
4- 8-**4**	11-18	8-11	11-18	23-27
6- 2	2- 6	10-14	26-19	31-24
			—White wins	

Var. 4

11-16	32-23	14-18	15-19	27-32
22-27	12-16	1- 6	23-27	11- 7
16-23	23-19	18-23	29-25	32-27
17-10	16-23	10- 7	27-31	7- 2
23-27	26-19	3-10	25-22	27-32
31-24	9-14-**5**	6-15	31-27	2- 6
20-27	6- 1	5- 9	16-11	
			—White wins	

Var. 5

4- 8	19- 6	7-10	7-14	24-27
6- 2	3- 7	2- 7	15-24	1- 6
8-11	6- 1	11-15	14-17	
			—White wins	

Var. 6

9-13	1-10	16-23	9-18	15-19
22-17	20-16	31-27	23-14	32-28
13-22	11-20	23-26	8-11	3- 8
26-17	18-15	30-23	6- 2	7- 7
6-10-**7**	12-16	5- 9	11-15	White
15- 6	15- 6	17-14	14-10	wins

Var. 7

11-16	1-10	16-23	11-16	20-27
20-11	28-19	6- 2	10-15	29-25
6-10	2- 7	4- 8	16-20	5- 9
15- 6	18-15	2- 6	15-19	25-22
8-24	12-16	8-11	23-27	9-13
32-28	15- 6	6-10	31-24	17-14
			—White wins	

Game No. 545, "Irregular"

(Contributed by J. A. Finn)

From "The International Draughts Magazine," page 144, December, 1889, Game No. 84. "Irregular." Played by correspondence, between Mr. Wm. Lea, Bristol Eng., and Mr. Thomas Lea, Sydney, New South Wales. Commenced, November, 1870, and ended September, 1889. Wm. Lea's move.

11-15	11-16	2- 6	5- 9	20-27
22-17	26-23	26-17	29-25	26-22
15-18	16-20	6-15	9-14	27-31
23-14	25-21	14-10	25-21	3- 8
9-18	6- 9	7-14	14-18	16-20
24-19	19-15	17-10	17-14	21-17
8-11	18-22	16-19	3- 8	31-26
28-24	15-10	32-28	10- 7	8- 3
4- 8	9-18	8-11	8-11	**A**19-23
17-14	23-14	31-26	7- 3	3- 7
10-17	12-16	11-16	18-23	
21-14	30-26	21-17	27-18	Drawn

A—Best; if 26-30, 14-9, 30-25, White wins by a neat stroke.

"We have much pleasure in giving the above game."

"It is one of the two games played between our esteemed friend, Mr. Wm. Lea, of Bristol Eng., and his brother, in Sydney, New South Wales.

We claim it is the longest game, as regards time, on record."

November, 1870, to September, 1899, 18 years, 11 months; equals 227 months; equals 6,909 days; equals 165,816 hours.

In these days of wireless radio transmission, this game could probably be played in 5 or 6 hours!

James A Finn, 1839 Cliff St., Pittsburgh, Pa., Uptown Station. November 22, 1926.

Game No. 546, "Irregular" (E-2)

In which M. L. Smith with the Black side put one over on Jeruchemson, the California champ, who handled the White men:

11-15	28-19	4- 8	21-24	25-22
22-17	8-11	28-19	15-18	2- 7
9-14	22-17	8-11	23-19	22-18
25-22	3- 8	19-16	18-22	A30-26
7-11	25-22	12-19	19-16	10-15
29-25	16-20	23- 7	22-25	17-10
5- 9	22-18	2-11	16-11	15-19
17-13	11-15	26-23	25-29	24-15
11-16	18-11	11-15	11- 7	18- 2
24-19	8-24	27-24	29-25	Black
15-24	32-28	20-27	7- 2	won

A—An oversight.

Game No. 547, "Kelso" (D-7)

The following interesting games were contested recently between those two English heaveyweights, Willie Gardner and Tom Goldsboro, during a team match between Leeds and Bradford.

Black—Gardner			White—Goldsboro	
10-15	22-15	19-26	28-24	25-30
24-20	10-19	30- 7	10-15	8- 3
15-19	32-27	3-10	25-21	6- 9
23-16	6-10	25-22	15-22	3- 8
12-19	21-17	4- 8	24-19	15-18
27-24	8-12B	29-25	22-25	23-14
7-10	17-14	8-11	19-12	9-18
24-15	9-18	22-18	11-15	8-11
11-18A	26-23	12-16	12- 8	18-22

Then 11-15, 30-25, 15-10, 5-9, 20-16, 9-13—Drawn.

A—The "Encyclopaedia" captures 10-19 here.

B—Seems premature. 1-6 would probably make a harder fight.

Game No. 548, "Kelso" (D-7)

White—Goldsboro			White—Gardner	
10-15	32-28	18-23	8- 3	23-26
24-20	13-22	26-19	23-26	22-18
7-10	25- 9	11-16	31-22	26-31
28-24	6-13	20-11	17-26	18-14
3- 7A	19-16	7-23	3- 8	31-26
23-19	12-19	24-19	26-31D	14-10
9-14	23-16	10-14	8-12	26-23
22-17	8-12B	19-15	31-27	16-20
5- 9	27-23	13-17	12-16	23-18
26-23	12-19C	15-11	14-18	10- 7
1- 5	23-16	5- 9	29-25	18-14
30-26	15-18	12- 8	18-23	7- 3
9-13	16-12	9-13	25-22	13-17

The game continued: 3-8, 17-22, 8-12, 22-26, 12-16, 26-31, 11-7, 2-11, 16-7, 31-26, 28-24, 26-31, 7-11—Drawn.

A—Now 3-8 "Aryshire Lassie."

B—Gardner leaves the beaten track, 19-16, credited to Gardner vs. Smith. He has a penchant for long drawn-out endings, and seems to use a Micawberism to live in hope, and even anticipation of something turning up.

C—White afterwards remarked that 29-25 here draws as it does after 19-16 at the previous move.

D—Created some surprise, though the line had been mapped out prior to the move at Note "B". 14-9 loses but 16-19 looks drawable. We invite critics' opinion.

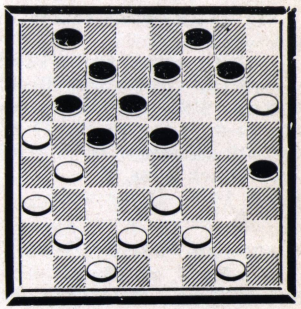
Game No. 549, "Dundee" (F-1)

Played at Royal Oak, Michigan, in friendly practice between C. H. Hollow tourney champion, 1926, and E. L. Ebert, match champion of Michigan.

Black—Hollow			White—Ebert	
12-16	23-16	4- 8	28-19	5- 9
21-17	11-20	24-19	7-11A	29-25
9-14	25-21	11-15	19-16	11-15
17-13	8-11	26-23	2- 7	31-26
16-19	22-17	15-24	16-12	

White's last move seems weak, if not an actual loss. 25-22 forcing 8-11 is stronger. Subjoining is a diagram of the forces after White committed the mistake of playing 31-26.

Black



White

15-18B	23-18	31-24	8-12	22-18
26-22C	8-11	32-28	16-19	6- 2
7-11	18-14	3-10	12-16	31-27
22-15	10-15	14- 7	18-22	2- 7
10-26	25-21	24-27	7- 2	19-24
30-23	15-18	12- 8	22-25	18-19
11-16	14-10	11-15	2- 7	27-24
17-10	18-22D	8- 3	25-30	7- 3
6-15	17-14	15-18	7-11	24- 8
13- 6	22-26	3- 8	30-25	3-12
1-10	21-17	27-31	13- 9	E18-15
21-17	26-31	17-13	25-22	Black
15-19	10- 7	19-23	9- 6	Wins

A—8-12, 30-26, 7-11, 1916, etc., runs into published play.

B—Seems to win.

C—Of course 23-19 would not do because of 18-22, etc.

D—19-23, 10-6, 16-19, 6-2, 19-24, 2-6, 24-31, 6-10, 18-22 would have been an easier way to win.

E—Critcism invited.—C. H. Hollow.

Game No. 550, "Defiance"

By John G. Gilmore

11-15	19-15	27-32	8-11	19-24
23-19	1- 6	19-16	31-26	1- 6
9-14	23-19	22-26	1- 5	24-20
27-23	17-22	30-23	26-23	8-11
8-11	26-17	32-27	5- 1	13-17
22-18	13-22	23-18	23-18	**F** 6- 1
15-22	27-24	27-23	1- 5	17-22
25- 9	6- 9	18-14	10-15	1- 6
5-14	20-16	23-18	11- 8	22-26
29-25	9-13	10- 6	18-14	6- 1
6- 9	15-11	18- 9	8- 4	26-30
25-22	8-15	6- 1	15-19	1- 6
9-13	18-11	9-14	4- 8	30-26
24-20	7-10	16-12	2- 6**A**	6- 1
11-15	24-20	14-10	5- 1**B**	26-23
32-27	10-15	20-16	14-10	1- 6
15-24	19-10	13-17	1- 5**C**	23-19
28-19	12-19	11- 8	10-14**D**	6- 1
4- 8	31-27	17-22	5- 1	14-18
22-18	19-24	8- 4	6- 9	1- 6
14-17	27-23	22-26	1- 6	19-15
21-14	24-27	4- 8	9-13	
10-17	23-19	26-31	6- 1**E**	

Black wins

A—Corrects Defiance trunk in appendix to Lee's Guide.

B—16-11, 14-18, 8-4, 18-23, 4-8, 19-16—Black wins.

C—8-11, 19-15, 11-18, 10-7—Black wins. If 16-11, 10-15, 1-10, 15-6—Black wins.

D—10-7 or 19-24 only draw.

E—6-2, 14-9, 8-11, 13-17, 11-8, 19-24, 8-11,24-20—Black wins; or if 8-11, 14-9, 6-1, 13-17—Black wins.

F—If 6-2, 14-9—Black wins.

Game No. 551, "Switcher"

By J. A. Finn

1839 Cliff St., Pittsburgh, Pa.

11-15	15-22	16-20	17-22	**7**-14-18
21-17	27-24	14- 9	16-12	15-11
9-13	11-15	25-22	14-18-**1**	8-15
25-21	19-10	9- 6	15-19	19-10
8-11	5- 9	2- 9	**3**-22-25	**8**-18-14
17-14	14- 5	13- 6	19-16	10-15
10-17	7-21	1-10	25-30	17-13
21-14	32-27	5- 1	28-24	24-20
6-10	21-25	22-18	30-25	13- 9
22-17	30-21	24-19	24-19	20-16
13-22	22-25	10-14	18-14	9- 6
26-17	23-18	1- 6	19-15	16-11
15-18	25-30	14-17	25-22	14-10
29-25	21-17	6-10	16-19	15-19
18-22	30-25	4- 8	22-17	6- 2
25-18	18-14	19-16	27-24	11- 8
10-15	12-16	18-14	20-27	
24-19	17-13	10-15	31-24	Drawn

Var. (1) (off 57th Move of "Trunk")

22-25	27-24	14- 9-**2**	10- 3	2-20
28-24	20-27	15-10	9- 6	3- 7
25-30	31-24	8-11	16- 7	
24-19	25-22	19-16	6- 2	
30-25	24-20	3- 7	20-16	Drawn

Var. (2) (off 11th Move of Var. 1)

22-26	14-16	20- 4	26-23	4- 8
15-18				Drawn

Var. (3) (off 59th Move of "Trunk")

8-11	3-10	22-25	20-27	25-30
19-16	12- 8	27-23	31-24	9-13
18-15-4	15-11	10-15	11-16	16-12
16- 7	8- 3	28-24	3- 7	7-10
				Drawn

Var. (4) (off 3rd Move of Var. 3)

11-15	31-26-5	25-30	30-32	32-27
16-11	15-19	16-14	14-18	28-24
22-25	11-16			Drawn

Var. (5) (off 4th Move of Var. 4)

27-23	20-27	28-24	26-23	20-16
18-27	11-18	30-26	18-15	
31-24	25-30-**6**	24-20	27-31	Drawn

Var. (6) (off 6th Move of Var. 5)

27-31	31-27	27-24	24-19	15-10
28-24	24-19	19-15		Drawn

Var. (7) (off 73rd Move of "Trunk")

17-13	23-19	8-15	24-20	9- 5
19-23	14-18	19-10	23-19	16-11
13- 9	15-11	18-23	20-16	Drawn

Var. (8) (off 77th Move of "Trunk")

18-23	20-16	22-18	18-15	15- 6
24-20	17-22	11- 7	7- 2	2- 9
23-19	16-11			Drawn

Can any improvements be shown on the foregoing play, or has anything new been shown?

Game No. 552, "Alma"

By J. G. Gilmore, Collinsville, Okla.

11-15	23-18	7-11	9- 6	23-27
23-19	16-23	22-18	31-27	2- 6
8-11	26-19	6- 9**A**	18-15	27-23
22-17	9-14	13- 6	27-23-**1**	10-14
3- 8	18- 9	11-15	17-14	23-19
25-22	5-14	18- 9	23-19	6-10
11-16	22-17	15-24	14-10	19-23
26-23	2- 7**B**	23-19	19-23	14-17
7-11	27-23	8-11	6- 2	24-28
31-26	15-18	6- 2	24-28	10-14
9-14	24-20	24-27	2- 7	23-19
29-25	18-27	2- 7	28-32	15-24
5- 9	32-23	11-15	10- 6	28-19
17-13	11-15	7-14	32-28	14-10
1- 5	25-22	15-24	6- 2	4- 8
21-17	15-24	14-18	28-24	17-14
14-21	28-19	27-31	7-10	8-11

White wins

A—Seems stronger than 11-15 as given in the "Handy Manual."

Var. 1

27-31	15-18	32-27	7-11	28-32
6- 2	27-32	10- 7	32-28	15-18
24-27	11-15	27-32	15-19	19-15
2- 7	32-27	7- 2	31-27	27-31
27-32	17-14	32-27	11-15	22-26
7-10	27-32	2- 7	27-31	
32-27	14-10	27-32	18-22	W. wins

B—This loses; 6-9 draws.

Game No. 553, "Single Corner" (E-3)

By the "Bo'sun"

11-15	24-20	10-14	26-22	7-10
22-18	12-16	18- 9	6-10	27-24
15-22	26-22	5-14	24-19	3- 7
25-18	8-12	22-18	14-17	32-28
8-11	28-24	1- 5	21-14	
29-25	9-13	18- 9	10-26	
4- 8	30-26**A**	5-14	31-22	W. wins

A—The Handy Manual No. 2 gives 32-28 here and only draws. This win by 30-26 is by Drummond himself.

Exercise No. 2

11-15	26-22	2- 6**A**	18-11	27-23
22-18	9-14	31-27	19-28	18-14
15-22	18- 9	1- 5	27-23	23-19
25-18	5-14	21-17	20-24	14- 7
8-11	23-19	8-12	23-19	19-12
29-25	16-23	25-21	24-27	7- 2
4- 8	27- 9	12-16	32-23	12-16
24-20	6-13	23-18	28-32	2- 9
12-16	30-26	16-19	19-16	5-14
28-24	7-10	20-16	32-27	17-10
10-15	26-23	11-20	23-18	B. wins

A—The Handy Manual No. 2, Var. 90 gives 10-14 here and only draws. The above play is by H. L. Eddy who also gave play showing that other replies to 2-6 all lose for White.

Exercise No. 3

11-15	5-14	11-15	18-15	7-10
22-18	23-18	16-11	31-26	23-18
15-22	14-23	15-18	15-18	11-16
25-18	26-19	20-16**A**	16-20	12- 8
8-11	16-23	18-22	14-17	10-15
29-25	27-18	16-12	20-24	18-11
4- 8	12-16	22-25	17-21	16- 7
24-20	32-28	11- 8	24-27	22-17
10-15	16-19	25-30	21-25	30-26
25-22	18-14	8- 4	27-31	17-13
12-16	10-26	30-25	18-15	26-22
21-17	30- 7	4- 8	26-23	13- 9
8-12	2-11	25-22	25-30	22-18
17-13	24-19	8-11	9- 5	7- 2
7-10	15-24	22-18	15-11	8- 3
28-24	28-19	13- 9	31-26	18-15
9-14	6-10	10-14	3- 7	3- 8
18- 9	19-16	11-16	26-22	Drawn

A—The Handy Manual No. 2 gives 11-7 here and Black wins. Won't 20-16 draw?

Game No. 554, "Edinburgh"

Herewith a game in which F. Kaiser, defeated F. Tescheleit, in the recent London Tourney.

Black—Kaiser			**White—Tescheleit**	
9-13	4- 8	27-23	3-12	21-14
22-17	23-19	15-18	24-19	10-26
13-22	5- 9	19-15	7-11	31-22
25-18	17-13	18-27	25-21	**A**16-20
11-15	8-11	15- 8	2- 7	22-18
18-11	29-25	12-16	26-22	11-16
8-15	9-14	32-23	14-17	**B**18-14
21-17				

Continue: 6-10, 14-9, 10-14, 19-15, 7-10, 15-6, 1-10—Black wins.

A—Improves Banks-Henderson game where 7-10 was played.

B—Mr. Tescheleit gives this as a loser, saying, "18-15 will draw."

Game No. 555, "Kelso" (D-2)

By F. Tescheleit, London

10-15	9-14	25-22	8-11	27-23
22-17	25-22	15-24	18-15	7-10
11-16-4	16-20	22-18	X	X
24-19-2	22-18	14-17	1- 5-1	18-15
15-24	6-10	X	26-23	12-16
28-19	X	32-28	17-22	
8-11-3	29-25	4- 8	23-18	
17-13	11-15	28-19	2- 6	Drawn.

Var. 1

7-11	2- 7	11-15	23-19	27-24
14- 9	26-23	X	17-22	Drawn

—H. Freedman vs. W. K. Campbell

Var. 2

23-18	29-25	22-18	31-22	9- 5
15-22	8-11	6- 9	16-20	4- 8
25-18	25-22	24-19	32-27	5- 1
9-14	9-13	13-17	11-16	8-11
17-10	26-23	30-26**A**	14- 9	**B**22-18
7-23	3- 7	9-13	5-14	
27-18	18-14	26-22	18- 9	
5- 9	1- 5	17-26	7-10	

—White wins.—G. Buchanan.

A—Corrects a Campbell vs. Buchanan game.

B—Where did Black miss the draw?

Var. 3

9-14	8-11	30-26	10-15	7- 3
17-10	25-22	3- 7	X	26-31
6-24	12-16	26-23	21-17	3- 8
27-11	26-23**C**	11-15	9-13	31-26
8-15	1- 6**D**	X	17-14	8-12
23-18	22-17	32-28	13-17	
15-22	16-19	5- 9	14-10	
25-18	X	28-24	17-22	
4- 8	31-27	6-10	10- 7	
29-25	7-11	17-13	22-26	

C—22-17, 16-19—Draws—J. Bell.

D—7-10, 21-17, 10-15, 17-13, 15-19, 30-26**E**,—What result?—F. Tescheleit.

E—Improves published play.—F.T.

Var. 4

6-10	23-14	11-16**F**	29-25	**H**15-18
17-14	10-17	25-22	4- 8**G**	
9-18	21-14	8-11	22-17	

—Probable draw.—F. Tescheleit.

F—1-6, *25-21**G**, 7-10, X, 24-20—Likely white win.

D—These two moves probably correct the Encyclopaedia.

H—2-6, also 1-6 may draw, but White is strong.

Get your friends to subscribe to the Checkerist—only $1.50 per year.

Game No. 556, "Dyke"

By N. W. Gillespie

11-16	23-16	11-15	10- 6	9-13
22-17	11-20	18-11	2- 9	6-10
16-19	22-18	9-18	22-17	18-22
23-16	9-13	23-14	13-22	10-15
12-19	17-14	7-16	26-10	22-25
24-15	6- 9	25-22	8-11-3	15-18
10-19	29-25	3- 8A	10- 7	25-30
25-22	8-11	30-26	11-15	27-23
8-11	32-27	6- 9-1	7- 2	30-25
27-23	1- 6	14-10	15-18	31-27
4- 8	26-23	9-14-2	2- 6	W. wins

A—Given by R. J. Allen to draw and correct 2-7, 30-26, 7-10, 14-7, 3-10, 26-23, 6-9, 28-24, 9-14, 24-19—White wins—D. M'Gregor vs. Wm. Thompson, by correspondence.

Var. 1

13-17	6- 9	2-18	18-22	22-31
22-13	13- 6	26-23	31-26	23-18

—White wins

Var. 2

8-11	7- 3	6-10	22-18	13-22
10- 7	2- 6	8-12	15-22	6- 9
11-15	3- 8	16-19	26-17	W. wins

Var. 3

9-14	8-12	18-22	25-30	30-26
10- 7	3- 7	10-15	21-17	22-18
14-18	5- 9	22-25	9-13	
7- 3	7-10	15-18	18-22	W. wins

Game No. 557, "Old 14th" (E-5)

By John G. Gilmore

11-15	9-14	6-22	16-19	A17-21
23-19	31-26	32-28	1- 6	9-18
8-11	5- 9	7-10	7-10	25-30
22-17	21-17	23-18	27-23	18-25
4- 8	14-21	12-16	19-26	30-26
17-13	23- 5	13- 9	30-23	B25-22
15-18	15-18	10-15	10-14	26-17
24-20	26-23	18-14	24-19	23-18
11-15	18-22	2- 7	15-24	17-22
28-24	25-18	9- 6	28-19	18-14
8-11	10-15	1-17	21-25	22-18
26-23	19-10	5- 1	6- 9	14- 9

and Black can win

A—Corrects trunk in Lee's Guide appendix where 25-30 draws.

B—25-30 draws. (Ed.)

Ray Gould Repeats

The annual Maine State Tourney recently concluded, found the champion, Ray Gould, still on top by a safe margin, and he again defeated the field, successfully defending his title.

At the business meeting the following officers were elected: President, Ralph Mayo, Naples; vice president, Wallace Gould, Brunswick, secretary-treasurer, J. W. Peterson, Portland; playing committee, Wallace Gould of Brunswick, R. H. Roberts of East Waterboro and C. Freeman of Bridgton.

Scotsman Appeals for Funds

The secretary of the Scottish Draughts Association writes to the draughts players in Bonnie Scotland as follows, in an item he contributes to Geo. M. Bonar's column:

GREAT BRITAIN v. AMERICA, 1927.

(To the Editor).

Sir,—Now that the season for draughts clubs having their annual meetings is at hand, and most of them will be meeting either this month, September, or very early in October, I would like through your valuable paper to ask the assistance of every club and every draughts player in Scotland to help the Scottish Draughts Association to raise at least £250 to meet our portion of expenses in connection with the above proposed match, which takes place in March, 1927.

Now, Mr. Editor, I think I hear some say that under present industrial conditions this seems a hopeless task. I agree times are very unfavorable in some districts, but surely draughts players on a whole will see this important matter carried through. My opinion is that if every club and player will assist here this sum, and even more, can be secured in good time. Other games get supported by those interested. Will Scottish draughts players be found wanting here? If not, then we must secure £250 in three months, that is by the end of December. I suggest, therefore, that every player and friend give his mite, and do not leave it to a few. Everyone must subscribe a little.

We have thousands interested in draughts in Scotland, and it would be a great pity if this sum could not be raised. Let me appeal to you now for this sum to help on the game through this important match.

If any club secretary or interested party has any suggestions to make, they might send same on. Also, if any expert will give an exhibition to help Match Fund the secretary shall be pleased to hear from him. It is expected subscription sheets will be ready early in October.

Trusting every friend of our grand game will give this important matter serious consideration.—Yours, faithfully,

JOHN M'KAY, Hon. Sec. S.D.A.

"Chequers," 20 Duddingston Crescent,

Portobello, 13th September, 1926.

Names of Openings

(From "Glasgow Weekly Herald.")

Elgin, September 11

Sir: I think the names of the openings should be left as they appear in Lee's "Guide." Scotland is the home of draughts, and in that light America's fancy would be of little note. Mr. Campbell's is the old primitive one—too much. People won't wait on it nowadays.—C Russell.

SOLUTIONS TO PROBLEMS IN THIS ISSUE

* * *

No. 618, by A. Sturgeon

14-10	10- 7	19-15	3- 8	8-22
30-21	5-14	11-18	2-11	B. wins

* * *

No. 619, by J. George

19-16	15-11	14-10	6- 2	2-27
12-19	8-15	5-14	15- 6	W. wins

* * *

No. 620, by Arnold Brindley

24-19	6-15	11- 8	14- 7	3-10
16-23	14-10	2-11	8- 3	White
15-10	21-14	13- 9	5-14	wins

* * *

No. 621, by Keveney (Brooklyn, N. Y.)

6- 2	2- 9	25-21	27- 7A	White
10- 6	3-10	26-17		wins

A—Came up in a game between Atwater and Keveney at Brooklyn Checker Club.

* * *

No. 622, by W. J. Wood

22-17	1- 6	23-27	6- 1	6- 1
8-15	27-31	1- 6	16-11	5- 9
6- 9	6- 1	27-31	1- 6	1- 5
13- 6	31-27	6- 1	11-15	9-13
1-19	1- 6	31-27	6- 1	10-14
5- 1	27-24	1- 6	14- 9	13- 9
17-14	6- 1	27-23	1- 5	14-18
1- 6	24-20	6- 1	9- 6	9- 6
20-24	1- 6	23-19	5- 1	18-15
6- 1	19-23	1- 6	15-10	6- 1
24-27	6- 1	20-16	1- 5	

—and 15-10—Black wins—1st. position.

* * *

No. 623, by W. J. Wood

11-16*	22-13	10-14	9- 6	15-18
8- 3	31-22	13- 9	1-10	6- 9
16-19*	11- 7	22-17	7- 2	13- 6
3- 8	19-23*	30-25	17-13*	1-17
10-14	7- 2	23-27	2- 6	18-22
8-11	6-10	25-21	10-15	
14-17	2- 7	27-31	5- 1	B. wins

* * *

No. 624, by W. J. Wood

7-10'	31-26*	17-13	18-14*	24-19
14-18	22-17	23-18	10- 7	25-21
10-19	27-23*	15-10	25-30	* 9- 6
18-25	19-15	22-17*	28-24	1-10
26-22	26-22*	13- 9	30-25	5- 1
				Drawn

* * *

No. 625, by W. J. Wood

7-10	8- 3	6- 9	7-10	31-26
23-19-1	27-32	19-16	14-18	22-18
20-24	3- 7	9-13	10-19	27-23
12- 8	32-27	16-12	18-25	
24-27	30-26	10-15	26-22	B. wins

VAR. 1

12- 8	24-27	2- 6	27-11	19-16
6- 9	3- 7	9-13	28-24	11-15
23-19	27-32	6-15	11-18	
20-24	7- 2	31-26	24-20	
8- 3	32-27	30-23	8-11	B. wins

* * *

No. 626, by P. H. Rouer

16-11	10- 3	5-14	3- 7	8-11
14-10	1- 6	12- 8	4- 8	2- 6
3- 7	2- 9	11- 4	7- 2	11-15

and 6-1, 15-10—Black wins.

* * *

No. 627, by S. J. Pinkering

7-11	28-24	16-19	22-17	30-32
31-27	29-25	24-15	18-22	
11-16	17-22	25-30	17-26	Drawn

* * *

No. 628, by A. Halley

17-22	15-22	22-26	26-31	19-26
11-15-1	32-27	29-25	27-23	25-30
22-29				White wins

VAR. 1

25- 2-2	11-16	20-24	27-31	26-30
18-14	10- 7	3- 8	11-16	32-27
19-23	16-20	24-27	26-23	White
14-10	7- 3	8-11	16-20	wins

VAR. 2

25-29	11-16	23-27	31-27	23-27
18-14	10- 7	7- 3	7-11	16-19
19-23	16-20	27-31	27-23	White
14-10	32-28	3- 7	11-16	wins

* * *

No. 629, by W. J. Perrett

25-22	5- 1	1- 6	13-15	15-11
8-11	11- 2	2- 9	14-18	16- 7

and 22-15—White wins.

* * *

No. 630, by T. Graham

17-21	*26-23A	13-17	* 7- 2	25-30
25-22	25-30	*11- 7C	6-10	* 2- 6
21-25	*15-11B	17-26	23-18	Drawn

A—15-11, 6-10*—Black wins.
B—22-18, 6-9*—Black wins.
C—23-18, 17-26, 11-7, 30-25*—Black wins.

* * *

No. 631, by R. W. Wilkins

12- 8	18-14*	7-10	20-16	32-30
29-25	10-17	15-18	11-20	
8- 3	3- 7	10- 7	27-24	White
7-11	11-15	2-11	20-27	wins

No. 632, by R. W. Wilkins

22-17	9- 6	2- 7	14-10	2-27
26-30	12-19	11-16	21-14	
25-22	6- 2	22-25	7- 2	White
8-12	7-11	30-21	14- 7	wins

* * *

No. 633, by R. W. Wilkins

10- 6*	8-11	26-23	6-10	14- 9
7-11	16-19	24-28	32-23	5-14
3- 8*	18-14	23-27	30-25	10-19
11-16	19-24	28-32	29-22	W. wins

* * *

No. 634, by G. W. Brown

12-16	8-12	24-27	11- 8	26-22
8- 3	23-19	12- 8	19-23	
16-20	12- 8	27-31	8- 3	
3- 8	20-24	8-11	6- 9	etc.
2- 6	8-12	31-26	3- 7	B. wins

* * *

No. 635, by A. Campbell

23-19	26-31	16-11*	18-22	8- 4
22-26A	4- 8	10-14	20-16	26-31
19-16	31-26	8- 4	21-25	4- 8
8-11	8-11	15- 8	16-11	31-26
15- 8	26-22	4-11	25-30	8-11
7-10	11- 8	14-18	11- 8	26-22
8- 4	22-15	11-15	22-26	11-16

and 30-26, 16-19—Drawn.

A—21-25 leads to some interesting positions, but only seems to draw.

B—Throwing the piece, 18-14 or 18-15 appears to lose.

Indiana State Tourney

The Indiana State Tourney will be held at the Indianapolis Y. M. C. A., Feb. 14-15. There will be a Preliminary Tourney, Round Robin, two-move restriction, two games with each opponent. The eight high scorers will enter a Major Tourney and the other a Minor Tourney. The Major Tourney will be played on the Double Knockout Plan, two-move restriction, four games (or more) to a heat. The Minor Tourney will be played on the Round Robin plan, two games with each opponent, go-as-you-please. — Rex B. Wood, Secretary, Indiana Checker Assn.

B. R. Scott, 9 East High St., Plymouth, Ohio, would like to play some correspondence games with some interested fan. He is willing to engage four games at the same time.

NEWS IN THE CHESS WORLD

A Great Chess Meet

If plans of the American chess promoters do not go astray, 1927 will witness one of the greatest chess tourneys in the history of the game. The present plan is to invite six masters, all of world championship caliber, to meet in New York in March for four games around, thus giving every master ample opportunity to display his skill to the greatest advantage. The one finishing with the highest score, either as victor of the tourney or second to Capablanca, if the present champion of the world wins first prize, will be backed for a match with Capablanca for the highly coveted title of world championship. The six masters chosen are: Jose R. Capablanca; Dr. Alexander Alekhine, Franco-Russian master, E. D. Bogoljubow, champion of Russia; A. Niemzowitsch, now of Denmark; Dr. Milan Vidmar, of Yugoslavia; and Frank J. Marshall, American champion. Dr. Tartakower, of Austria, and Richard Peti, an outstanding leader in the modern school of chess, are being considered also.

The methods of arranging hours of play and time limits are very interesting, the time limit to be 40 moves to the first 2½ hours, with only one playing session per day, this to consist of five hours straight-away. Capablanca contends that this will be the fairest possible plan, the one-session playing period preventing any player from using a recess occurring before a game was well advanced for reference to his books or analyses and the time limit giving abundant opportunity for thought during the process of each contest.

The only criticism that might be made of the plans is the failure to include Dr. Emanuel Lasker in the list of masters, an unfortunate omission. The chess world would regret exceedingly his absence from so ideal a method of determining who is the chess leader of the world today. Place him among the contestants and this tourney would be the greatest meeting of chess ability in the history of this old world of ours.

Morrison is Canadian Champ

The chess championship of Canada has been won by Morrison, with M. Fox second a half point behind, a similar result to last year. Mr. Morrison has held the championship on several occasions, and he represented Canada in the London International Tournament three years ago.

Capablanca vs. Alekhine

The world's chess championship seems likely to be contested next year, the Argentine Chess Association having, according to a Reuter telegram, offered a purse of 2,000 pounds for a match to be played between A. Alekhine, as challenger, and the holder, R. J. Capablanca. Alekhine's challenge was accepted so long as three years ago, and the only obstacle to the meeting so far has been the question of terms; Capablanca standing out for similar conditions to those operating in the match in which he won the title from Dr. Lasker, the last holder. The conditions were agreed to by the masters directly interested at the London International Tournament, and as the offer of the Argentine seems to cover them the chess world should have the prospect of a rare contest. Alekhine is famous for his originality of method, and his leanings towards intrepid attack will make even the world's champion go all the way.

Great Grand Master

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Not on your life! By this path, and that snickle, and yonder ginnel, crept wood-shifter after wood-shifter into the sacred circle. With no precise definitions interpreted by Babel in as many ways as the tongues of Europe, a flood of mediocrity has swamped the realm of "masters" thoroughly and efficiently as commercialism must ever swamp mere merit.

The few good players of the age have realized that "master" is a ruined term. In self-defense someone has invented "grand master" as a new mark. Futile endeavor—at the present rate of production of "grand masters." It is a calculable distance to their successors, the "great grands."

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